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AMIGA

M A G A Z I N E

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- Increase productivity & play top games

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HiSoft CD-ROM

Super value CD-ROM and Squirrel pack ... p5

Imagine Objects

10 disks of objects for last month's cover disk ... p7

Amiga i-glasses

The virtual 3D headset from Escom ... p5

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GAMES

- Breathless
- Speris Legacy
- Pinball Prelude
- Hillsea Lido
- Player Man 2 AGA

February 1990

An EMAP Images Publication (UK)



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POWER

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Features

Serial linking 26

You can create a killer system simply by linking up your Amiga to an older one, that of a friend or a brand new "slave" machine. Share resources, multiply your processing power and communicate with other platforms. This feature deals with serial, parallel, AmiLink and Ethernet networks, and what you can do with music and games. The rest is up to you!

'net wedding 38

Max goes to a wedding in his y-horror! Help!

PAWS 34

The portable Amiga of the future?



Games

PREVIEWS

- **Damage** 43
An epic action game from Polaris. Kill, passers by and then murder the police, all in the name of ... fun!
- **Capital Punishment** 43
New Canadian company Disk Broom attempt to produce the best Amiga beat 'em up ever.

REVIEWS

- **Breathless** 46
Beautiful, stunning, sexy. The Amiga graphic equivalent of a visit by Debbie Harry.
- **Sports Legacy** 50
The game that should get along. Team 17 finally get their act together and publish the right dose.
- **Hillsea Lido** 53
Four star's Theme Park, or top English seaside resort hilarity? Hudson Software's latest release.
- **Pinball Prelude** 54
More litany words (about Pin Century of their own game?)

• Empire Soccer Compilation 56

Four soccer games in one box, especially for busy kids. Are they any good though?

PLAYERS GUIDES

- **Vampyr** 58
"Vampyr is for all your questions!" says Vampyr as she answers this month's Monkey Island question.
- **Snip Tips** 59
Don't lose from the world of games. This month's selection highlights a top tip for Penn.



Cover Disks

**Texture Studio Plus Extras!**

Create breathtaking textures for use with Imagine and other graphics packages with Texture Studio. We've also got loads of extra goodies for you, including an 8000, 6000, a real-time 3D video filter, movie playback options, code for Amiga 2, a fractal graphics generator and a variety of networking software. Is that value or what?

XTreme Racing 13

This month's disk features a top five racing game from Silmarion and Blat Magic. The full game will be reviewed each month, but in the meantime enjoy this superb demo. Also on disk 13 is a selection of networking tools.

Get Serious

**REVIEWS**

- **DiskMAGIC** 62
We've had the managers before, but have you ever seen one as good looking as this? DiskMAGIC is hot!
- **HiSoft CD-ROM** 65
There's a new CD-ROM on the block, and this one just lives to transfer audio CD data straight over to your Amiga!
- **Virtual i-glasses** 69
Screen-fart owners: the distribution rights for these exciting virtual reality 3D glasses. The most big thing perhaps?
- **GP Fax** 70
Is the old days people could't to send faxes by scanning pages into either fax modems? GP Fax you can do it from your Amiga!
- **OctaMED CD** 74
The Amiga's favourite music software is now available on CD-ROM, along with plenty of samples and modules to play with.
- **Imagine Objects** 76
How do you bring a set of silmarion and blat objects, complete with scene structures and the works?

● **HD Disk Drive** 79

While the rest of the world has high-density disk drives, the Amiga comes with a built-in, capacity 30 drive. Could this be the answer?

CD-ROMS● **CD-ROM Round up 80**

Under the laser this month we have a host of CD-ROMs, the latest in the Amiga series and a new graphics object collection.



Public Domain

- **PD Scene** 82
If your budgets are running low after the festive season, take your pick from the many cheap thrills from the public domain.
- **PD Utilities** 87
Unsure, there's plenty of cost-saving software in a public domain software uncovered in the PD Utilities section this month.

**News****19**

Silica rescued, a French Amiga show report and Silmarion.



Helping you get to grips with this amazingly powerful yet graphics package, John Kennedy explains the essentials.

As our headquarters of course moves to a new, New Morgan place on the lower side and offers a new scene to view.

Apple is now (very likely) already having (partial) access to Google's Ad ID (which really does belong to the individual user).

Importing and handling graphics is the subject of the final part of Lewis Blackmore's *Conversations with Nature*.

The concluding stage of the project is to create a final funding plan designed to maximize funding, minimize risk and ensure the success of the project.

As yet another series shows, it is about the smaller way that a few more can. Peter Lee discusses various kinds of religious life.

Medicines and surgery are very important if you don't want to be hospitalized or die. But medicine can't do it all.

Microscopic, oval to ell, lower than it wide, and has same size. Surface is smooth; w/ 10.

Is your hard drive full of old backup files? John Kennedy has an idea: send his backup files and have an instant cleanup.

What and how are (as listed by company all your technical) questions and get your answers back up in minutes including video

Blackboard is your chance to let the world know just what you think of it. One way, and it will grow along.

Malibu: Alan Dreyfus gave up on his neighbor to complete what the man's mother's wish was for him.



Arntsen, General Manager of Arntsen Technologies this month. He was very enthusiastic about the future and although reluctant to release for publication too many details for the time being, he had some very interesting things to say about

what's planned next year. He was still confident sales, though he admitted that the early problems (now solved) may have cast a shadow on events, going however to their commitment to CD-ROM, the new and new technology. Many were worried that it be restricted only to be the poor brother of all by all accounts. The staff and management of sales, not working in a vacuum, conditions. *Source: From the*

issue that still has to be resolved though is the guest-support, and that is the subject of my Points Of View as with February approaching and romance is the air, it's right into an internet wedding (in page 38). In the spotlight is on *Sheafless and Spook Legacy* and such impressed by H&M's CO-ROD cock. Enjoy

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Project	Start Date	End Date	Status	Progress
Project A	2023-01-15	2023-03-31	Completed	100%
Project B	2023-02-01	2023-04-30	In Progress	75%
Project C	2023-03-01	2023-05-31	Not Started	0%

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TABLE 1 | **Summary of the 10 studies included in the meta-analysis.**

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► CONCLUSION We got hundreds of new 3D programs every week, but we're still hungry for more. If you're serious about 3D graphics and participating in one of the 3D forums, get involved immediately. Henry Adams, 3D Art Evangelist, Autodesk, 2004

Answer choice D is incorrect because the passage does not mention the effect of the new technology on the number of people who are employed in the industry.

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[illegible]

Abstract The use of the 10-item Geriatric Depression Scale (GDS) in the assessment of depression in cognitively intact elderly persons is evaluated. The GDS was administered to 100 elderly persons, 50 of whom were depressed. The results of the GDS were compared with the results of the Hamilton Depression Rating Scale (HAM-D) and the Structured Clinical Interview (SCID) for depression. The GDS was found to be a reliable and valid measure of depression in this population. The GDS was found to be a more sensitive measure of depression than the HAM-D and the SCID.

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DISK 126

Texture Studio 1.1

OS 2.0
68020 and
FPU required



Features:

- Infinite variety
- Organic-looking textures
- Direct links with Imagine
- 24-bit output



Wonderfully realistic textures for Imagine and other uses are simple to create with the amazing Texture Studio.

Last month's revolutionary cover-mounted rendering software, Imagine 3.0 sports some amazing features not found in any other 3D software. Readers getting to grips with the package will no doubt be familiar with the amazing power of the "procedural texture modules." These are mathematically generated textures that can be wrapped around your 3D objects to give the impression of highly realistic surfaces. Unlike conventional bitmapped textures, these will not pixelate when viewed in closeup and use very little memory. They can be infinitely varied, and they look best when rendered at high resolutions.

However, it can require many preview test renders in Imagine to get a perfect setting for the textures. This is where Texture Studio steps in. Texture Studio will load any Imagine 3.0 texture module, allowing you to change all of the settings and then generate quick test renders to show you the results. You can set the size of



▲ Texture Studio uses a system of multiple windows to display its various controls. Each window can be placed wherever you like.

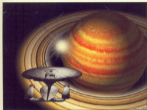
these test images to suit the speed of your machine, which means that you can quickly build up a library of your own textures without spending hours in Imagine. The settings can then be saved out as Imagine texture settings files which can be loaded onto any object from within Imagine itself.

Even if 3D rendering isn't quite your cup of Minixstone soup, it's possible to use Texture Studio to generate amazing looking images for a variety of uses such as backgrounds for video work. Users of rendering packages other than Imagine can use the "test render" bitmaps as "brush maps".

FPU required

Using these types of mathematically defined textures requires a lot of speeded highly accurate calculations. This is why Texture Studio needs a math co-processor, otherwise known as an FPU or Floating Point Unit. Either a 68661 or a 68882 is suitable though it also requires a 68020 processor or above. Anyone at all interested in rendering should seriously consider obtaining these basic requirements if they don't have them





▲ You have saved the screen settings (included with Imagine) from last month's cover disk to another file containing multiple looking options, as you can see from this picture.

already. After installing Texture Studio, all that's needed to run the package is a simple double-click on the Texture Studio icon. A new Hi-Res Interposed screen is opened with numerous highly technical looking windows dotted around the screen. Fortunately all of this is configuration in Texture Studio so your first step will be changing the set-up to something which is a little more comfortable.

No flicker

The Screen Mode requester can be found in the Project menu. Click on the desired screen mode (Hi-Res, High-Res and select eight colours or so). Texture Studio uses a powerful and highly configurable controlling method. Most of the windows are already open on the Texture Studio screen but they can be closed and moved around the screen as you see fit. Windows can be closed with the normal close buttons on the top left corner, while the Windows menu is used to open them up again. Once you've arranged the screen as you like, use the Save (Prefs) option from the Prefs window - this will ensure that everything goes up like this next time you load. Quickly you'll discover which windowed road to stay open all the time and which ones only need to be displayed when needed.



on this window does the same as Open textures. This time move the file requester directory to the location of the Textures drawer in your Imagine 3.0 directory. Select *Bank1.tlx*.

Before rendering, cycle the Object gadget in the Object window to read Plane instead of a Sphere. Now click on the X slider in the aspect window. This controls which 3D position the texture will be mapped onto the object. Change it to read -90 degrees. You'll see the 3D arrow representation revolve as you drag the slider. Render it: neat but boring, it needs that something extra.

Click on the Colours window. Change the object colour to dark green for example. Now click on the Open gadget on the Texture window again. Don't close *Bank1.tlx*. Select *WormVain.tlx*. Now you have two textures in Texture Studio. If you click on a texture in the texture window, the main settings window will change to the settings for that texture. In this way Texture Studio will allow you to render many textures at the same time, although this will slow down rendering speed somewhat. The results, however, are absolutely amazing. Render the *WormVain* and *Bank1.tlx* combination. Wow, it's a worm-vennified world. Wouldn't that make a nice texture map for a 3D game?

24-bit output

Now let's see what we can do with the output. Click on the options gadget. In the InfoBar window. There are two separate sections, one for rendering to the screen, and one selector to render to a file. This time we'll render to a file. This means that we won't get to see the render until it's loaded into a picture viewer program, but it saves on memory. Click on the File tick box to select this render

mode. Click on Choose to pick a location to save the file. Call it *Test.PIF* or something. Uncheck the Render to Screen tick box and bump up the resolution numbers in the boxes to something like 260 x 250. Note that the XY aspect box in the View window should be changed to reflect the aspect ratio. If you picked 320 x 260, you'd put 320 divided by 260 in the box (1.15). This ensures the result will not look fat or squashed etc. Then again, you might desire that effect.

Rendering now will take a little time as Texture Studio outputs a rather large 24-bit PIF. You can use a third party PD viewer such as VT or PPFShow to have a look at the result which will be far better than the real time Hi-Res preview. Alternatively load it into a paint package. Most will replace the colours to 256 or less but it'll pick the best combination and you'll see exactly what Texture Studio is capable of. Ifly not, use a paint package to reduce the colours down to 256 or less and load it in as a Windows backdrop?

Saving settings

Finally what you to save the preview you're seeing is what you want to use in Imagine, save the texture settings out after filling in a descriptive Memo. When in the Imagine detail editor, 'pick select' a loaded object. Choose Attributes from the Functions menu and then click on the Load gadget at the bottom left. Select your saved out texture settings from Texture Studio and it's all done! Don't forget to save the object again with all the textures assigned to it. Render your scene and you should see your object textured just as the preview was in Texture Studio, providing your scene is it correctly. For more details on using Imagine, be sure to follow the Imagine tutorial in the *Workshop* section at the back of the magazine. Enjoy! ■

Repetitive brushmaps

Check out the pre-saved texture settings that come with the Texture Studio. *EyeBall* is an excellent example. This is a combination of a number of textures, all of which must be in the same directory, so copy the four textures from the Texture Studio drawer in the Imagine Textures drawer. When you've got a result that looks about right, don't forget to have a play with the Light Window. Just drag around the circle which is the light source for the test render. A larger number in the Distance box makes the light source look further away. You can also change the intensity. Lowering it to 0% and raising the base light lighting level will give a perfectly evenly lit render, useful for repetitive brushmaps.



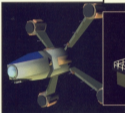
Cover disk goodies

There's something for everyone on our cover disks this month: video titling, sound processing, fractal graphics, Imagine Objects, networking software and example code for Amiga E. See page 16 for loading instructions.

Bluff Titer Demo

Bluff Titer is a clever 3D video titling tool that's incredibly easy to use. It generates animated 3D titles in real-time with minimum effort from the user.

This is a demo version, hence the permanent text on the background. Check the docs for details on registering for the full version. To enter your own titles, type some text into the gadget at the top right of the window. Now adjust the position and rotation of the text with the cycle gadget and sliders beneath this. Click on Start to mark this as one of the key frame positions. Now move the slider at the bottom of the screen to the right (any half way along). Now alter the position of the text again and click Insert. Do this as many times as you like, then click on Start to see the results. Read the documents for full instructions. Bluff Titer requires a 68020 or higher processor.



Imagine Objects

Another seven objects for Imagine are included on the disk. These should be installed directly to or copied to your Imagine Objects drawer. Use them as you would any other Imagine object. You'll find both spaceship and the airport tower along with a few others ready to load into Imagine to kickstart your new 3D rendering career. Good Luck!



Mandel 92

If we've all seen fractal graphics before but there's still something fascinating about them Mandel 92 is a tiny little program that draws a basic mandelbrot set and allows you to explore any part of it, zooming in into infinity! The graphics are rendered in progressive steps, from chunky to high resolution. At any time you can click the left mouse button, then drag out an area to explore. Press space and the screen will be redrawn accordingly. Carry on for as long as you like. Flip screens as usual with Left Amiga M, and quit with Right Amiga M. Use a screen grabber such as ScreenA or Quickgrab to save the fractal graphics for later use.



DVerb 1.0

DVerb is a neat little tool that adds reverb and echo effects to an incoming audio signal. You'll need the retools library installed in your LWB drawer. If you don't already have it, retools library is available from the Amiret and other PD sources. You'll also need a sampler cartridge plugged into the parallel port. Use the functions keys to select different settings, and press F10 to activate the effect. Connect the Amiga's audio output to a good hi-fi or stereo system for best results.



Amiga E Code

Source code for parts one and two of our Amiga E tutorial can be found on the disk.

Networking Software

This month's networking software was included at the last minute before going to press so there's no time to do a full review of it for you. On the XTR game demo CU 127 disk, there's a directory called NetWorking. Inside is a text file which you should read which tells you how to unarchive the NetWorking software. Included is NetPS, ProNet and the MacRUF SAMM-II driver. ■

DATAFLYER SCSI+

Now includes CD-ROM drivers and instructions.

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DISK 125

XTreme Racing



If totally mad, fast paced racing is your preference then XTreme could be the one for you. With options galore it's speedy but not greedy.



XTreme Racing is a bit like *StreetRacer* or *Roadkill* close up, and way like that old Nintendo SNES gem, *Mario Kart*. Like every other racing game in history the object is to make it to the finishing post first, but it's the amount of competition and fun involved in doing so that make XTreme stand out.

XTreme won't let you change any of the graphics settings (except pixel definition) on a standard, unexpanded A1200, because it has your best interests at heart: a jaffy slow racing game is no use to anyone! So either upgrade or stop complaining.

Split screen

Although there will be a serial link option available in the finished product, it has been disabled in this demo. Fear not! Though, there is a split screen two player mode which is a right old laugh. You can use one or two button joysticks, a CD32 controller or the keyboard to control the game. When in two player mode it's wise to enter the options screen and adjust the viewing angle and colour so that you can see both cars properly (see box out).

It's not the most serious game in the world. Apart from the obvious goal of reaching the end by being the best driver, you can also achieve this by being a complete id. Question marks are strewn at various points on the track and driving over these will pick up a random loot. This can be anything at all: a bomb, a mine, a crazy turbo boost or a power jump. To use these you just have to press fire at the right moment.

There is only one track, but there are three difficulty levels: *Three Wheeles*, *2-D Fuel Injection* and *Turbo Thruster*. Some advice avoid the tree, avoid sliding into the bush and, fun as it may be, try not to hit the ageing shovs running across the road too often, they slow you down no end. And we hope you like *Jungle*, 'kiss that's all the music you're going to get!

1x1 resolution

There are several graphics modes which XTreme will conform to, including 2x2, 1x2, 2x1 and 1x1 pixels. It can have dithering on or off, it all depends on the type of Amiga you have. While loading, XTreme will check out your system and optimise the graphics settings for it, though you can go in and alter them during the game.

It's a self booting disk so all you have to do to load it is insert it in the internal drive and restart your Amiga. It can also be accessed from Workbench, but because it needs nearly 2MB of RAM, you will need extra RAM to start it from Workbench.

To get speed and frame rate up to scratch you will only be able to play it with dithering on a standard A1200, but it still looks very good, it's a little too much like *Wheel Barter* for some people in this office. For an even sharper picture you should try changing the pixel resolution (see box out).

If you have an accelerator the game will automatically default to 2x2 pixel dithered graphics with CD32/CD30 or DM300 routines and if you have a fast accelerator you can enhance it further by reducing this to full 1x1 pixel resolution for the best results. But remember,



Options, options ... what to do?

Someone once obsessed with options. So here's a quick tour of what's available. First, when you load the game, you will see a menu screen, this will have three selectable options:

MAIN OPTIONS This actually starts the demo, allowing you to select a one or two player game along the way. **SETUP OPTIONS** Should be entered if you are going to use a five button joystick, keyboard or CD32 controller. You can also switch sound effects on or off. **QUIT** Go to Workbench.

As soon as you start the game if you press the **ESC** button you will enter another menu screen. Choosing main options here will bring up Screen options 1, 2 and 3. The first allows you to adjust the camera angle and horizon, the frame rate and processor routines. The second gives you control over pixel and screen height and width. The third allows you to turn backgrounds, dust and dithering on or off.

Finally there are camera options which allow you to change views etc. Experimentation is in order.

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The Dream Database Twist 2



a screenshot of the database Twist 2 Database

Twist 2 is compatible with all Amiga-running WBI (or higher) and with IBM, or more, of two RAM, a hard disk is recommended. Only £99.95.

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The original world-breaking Squirrel VCD interface is still available at the original price of only £99.95. This interface is ideal for those who want to expand their Amiga fully (but do not intend to quit the net). You should also note that we have a wide range of VCD and EDD hard drives for your £1295.

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(We have a lot more planned for the
coming months... stay tuned!)

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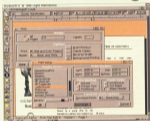
News

Wordworth 5: the next generation

We all need a word processor from time to time and on the Amiga we are blessed with two excellent examples in *Wordworth* and *Final Writer* (writes Larry Hickmott). In January of 1989, Digits will be joining to take back the initiative from *Final Writer* 4 when they release a major update for their flagship program, *Wordworth*. As many of you will know, the current version of *Wordworth* is 3.12. That is, version 3 of 1.1. The jump to version 5 is all to do with the fact that in the bundle for the new Amiga is version 402 and so to avoid any confusion between it and the new version, Digits decided to make the next full version number 5. But what can we expect to see in it?

The list of features is definitive and it is clear from looking at them that Digits are responding to feedback from users about what we all want to see in an Amiga word processor.

People like myself have been quite vocal in the press about *Wordworth*'s lack of high and



■ Digits kept version 4.0 in version 1 due to the inclusion of version 402.

features like *Alfred* and *Style Sheets*. It seems that Digits are all ears.

Two of the biggest high profile new features are in fact, *Alfred* and *Style Sheets*. Of the two, *Style Sheets* is my personal

favourite. One of the fundamental requirements when creating a document is to get a consistent look to your headings and other pieces of text, and *Style Sheets* will give you that ability. In my experience, *Style Sheets*, though,

can be complicated to use but with *Wordworth* 5, applying a tag to some text is as simple as dragging the name of the style sheet from its palette onto a paragraph of text, drag and drop as they say. Another feature will be background printing. The document will save itself to memory and then carry on printing while the page is released so you can carry on working.

Two other new additions will be *Wizards* and *Notes*. The former lets you create documents interactively using pop-up 'Wizards', questions that will allow you to set up attributes for your document and do all the hard work creating your pages. *Notes* will allow you to add end-notes and footnotes to a document. More text effects are also planned, including functions which allow you to stretch text, create small caps, double underline and more.

Due out in late January/early February, watch out for a review in the next issue. For more information on upgrades call Digits on 01392 270273. ■

Win a trip to the Amiga factory!

Amiga Technologies is planning a competition for 1989 which will see an Amiga user winning his or her entry on an all expenses paid trip to the Soleisval, factory in Bordeaux, France next Christmas. The competition will have two categories, Graphics and Programming, and will be judged by Amiga Technologies themselves. All those Jonathan Anderson stated, "We want to encourage creativity in both areas

among your readers and the general Amiga community. There are a lot of talented people out there and we aim to reward this talent and the loyalty of the Amiga community". Although the competition will be run throughout 1989 with the winners announced at the end of the year, there will be regular judging and specific bi-monthly prizes too. We'll have more information and an entry form in the next month or so. ■



Amiga Expo

The Paris Amiga show

The Palais du Congrès in Paris, is a large exhibition centre and hotel, and on a cold, damp, foggy strike-bound weekend in December it was home to the Amiga Expo event.

This show was organized by a group of French dealers, developers and distributors who thought the time was right for a showcase Amiga event.

Being the first Amiga show in France for two years it was bound to be popular but even so most exhibitors were surprised by the crowds of eager Amiga users who turned up. There were still queues of people waiting to get in late into the afternoon of the first day.

Although small by UK standards, this was partly due to an all-out strike by the civil service in France which disabled all public transport making it a nightmare for many people to get to the show. But almost everyone agreed that if it hadn't been for the strike there wouldn't have been enough space in the hall anyway. The crowds who did attend were hungry for news, information and products. Most exhibitors did a lot of business with several products selling like the proverbial hotcakes.

In particular A1200s, CD-ROM drives, **HISoft's** *Square*, *Directory Opus 5* and CD discs sold in large numbers. If there's one obvious

message that came out of the show it's that CD-ROM has definitely arrived on the Amiga.

Although it was a French show there was a strong UK presence. Paul Rudge from **AmigaWorld** and David Link from **HiSoft** attended the show and **Wizard Development** and **Glaxione** waving the British flag from their stands. **Wizard** did very well, with their new stylish Black 580cpi mouse obviously appealing to the style-conscious French.

Amiga Technologies were also there, waving the corporate flag. Posters were dotted around the hall proclaiming the "Amiga Back for the Future" while on their stand they had numerous A1200s and the odd A4000 strutting their stuff. At the front of the stand was an A4000 linked up to a large TV playing MPEG video - courtesy of **Pagetti** - a display that attracted large crowds. One thing that struck me is that the French Amiga community seems appreciatively half-way between the English and German markets in its use of the Amiga. While Germany is well known for its high and technical Amiga market and the UK is more low key lots of A1200s running games for example the French used expensive systems with low end software. Walking around the show there were far more A4000s to be seen than other models, and these were for the most part equipped with fairly expensive peripherals - CD-ROM drives, large monitors, and *Sequent* drives being almost common but in general they were running low key software - *Adaptive* etc. *SoftWare* and the like were notable by their absence.

AmigaWorld, **Coolit** and **Adaptive** shared the biggest stand of the show to demonstrate and sell several new products. Of these the biggest selling was an Internet application collection on CD. This contains everything you could want to surf the Internet on your Amiga, complete with an every installer that



sets all the software up for you. It would be an understatement to say it sold by the bucket load. Currently, this is available only in French, but several UK firms are discussing availability and translation - definitely a case of watch this space.

Another interesting stand was that of **AmigaTel**. The French have a telexnet system called **Minitel**. Unlike telexnet however Minitel is a far more elaborate affair, with a keyboard entry system allowing users to buy items it as well as look up information. It has replaced paper telephone directories in many French houses. **AmigaTel** were showing a hardware/software combination that allows Amiga users to log onto Minitel and download files from it - currently there are some 500-600 PD and shareware programs available, a number that is apparently growing rapidly.

There were plenty of other stands which I don't have time to mention here. Amiga DTP was very strong with no less than three different firms all showing just what it's capable of in the right hands. The traditional Amiga video market was also well supported, with **VillageTronic** showing off Picasso and numerous other smaller company's putting pen-plotting and video timing applications through their paces in front of eager crowds.

Overall most visitors and exhibitors seemed pleased with this first show in two years. The organizers were already discussing another show within a year by the time I left. The strongest signal I got from this show was that although the French Amiga market is small it's very much alive, very hungry for new products and very excited by the Amiga network.

It was a successful show and following on from the massive success of the Computer '96 weekend in Cologne it can only bode well for the UK show, which, we believe, has been put back again to April - coinciding with **ExpoAm**.

The Stateside Column

By Jason Compton



Well, they made it. AT had machines in time for Christmas in Europe and the United States. We didn't get any of the new AT A1200 units, though, because some have been manufactured for NTSC standards yet, instead, we're getting fresh new Amiga 4000 Tower units, 680-based and sporting the same software set A1200D users enjoy. By mid-December, though, the quantity of machines sold was still less than 1,000. A number of users just don't seem ready to shell out the US\$2,799 street price for one of these machines, despite it being the most powerful Amiga computer ever shipped.

The Amiga Atlanta User Group's 10th Anniversary banquet looks like it will be drawing a number of celebrities, including Peter Tychoschko and Oliver Bourdin of AT and the hosts of computer programs on CNN and PBS. Amiga users from across the nation are signing up for this landmark event and the organizers are counting Amiga companies across the continent for sponsorship roles.

On the electronic distribution front, it seems clear that **Soft-Logic's** partnership with **Digit** will form a distinct set of competing camps for the Amiga business application market. While **Soft-Logic's** *PageStream* application may have indirectly competed with **SoftWare's** *First Writer* program, **Digit's** *Wordworth* now directly challenges the *SoftWare* flagship. *Database* will face off against *Final Data*. In the spreadsheet arena *First Plan's* Amiga Library Services will retain North American rights to *PlanCalc*. The *Personal* *Plan* publishing contract, also acquired by **Digit** should increase the visibility of this elegant point and image manipulation package in the States as well as enhancing **Soft-Logic** and **Digit's** reputations for providing full suites of capable applications.

Finally, a new Canadian company's game looks like it may establish North America as a viable land for game titles. They're called **Clint Brown** and are lead by Amiga programmer **Alexander Petrovic** and his project **Capital Punishment** is previewed on page 45.



▲ The Paris Amiga show proved that there is still plenty of life in the Amiga market.



▲ The success of this show indicated where the organizers were discussing another show within a year.

Silica Rescued

Longtime Amiga distributor and retailer Silica, recently reported to be in financial trouble, has been bought by a company called Anglo Corporation, owned by businessmen David Gossling and Stuart Tilly. The buyout cost just £36k in total. Partner David Gossling's other business interests include the MCP car parks and Silica's existing expertise is being retained in the form of two of the original directors, Terry Deane and Mike West.

Although some sources claimed that the takeover would mean a reduction on the Amiga side of the business, Jonathan Anderson of Amiga Technologies was quick to discount these claims. "Silica and Amiga have always had a good and profitable relationship, and I can tell you now that this will continue" he said. Jonathan himself was previously employed at Silica, where he organised the launch of their first software bundle packs.



■ The Silica/Amiga post-takeover sales volume for new stock. All existing warranties will be honoured.

before moving to Commodore. They have announced that all existing warranties and orders will be met, despite the takeover. Both their mail

order (Silica are regular advertisers in CU Amiga Magazine) and retail outlets and their concessions in department stores will continue trading as normal. ■

Sim Tower

Massiv, masters of the Sim are currently investigating the possibility of producing Sim Tower and one other unspecified game for the Amiga. Despite an embargo on Amiga products since last year's Sim (July 2000), they now feel that the market might still be there and have been discussing releases next year. Amiga Technologies confirmed that Massiv had been talking to them, but declined to say anything else. Accolade are also reported to be examining some cancelled products for the Amiga, the first of which is a publishing deal for Domark's Championship Manager 2. ■



■ The PC version of Sim Tower

Term author to boost OS development

With Amiga Technologies' decision to leave future operating system development in-house, they've been on the lookout for new staff to add to their expertise, though no significant increases have been authorised. Thus the announcement of the appointment of Olaf Barthel, the author of the PC resident communications package firm, onto the operating system programming team is welcome. Having shown great commitment to the Amiga market by

raising his hardware firm for years with regular updates, he would seem ideal to join the team. Perhaps this should continue to approach fellow German Amiga developers such as ShapeShifter's legendary Christian Bauer and Magic User's member's Stefan Sturm? If they can keep up the trend, Amiga Technologies look set to gather together an extremely experienced programming team which should bring us wonderful things in the future.

Hi-Res Epson Driver

Great news for users of the Epson Stylus colour printer. Eyetech have produced a 24-bit, near picture quality printer driver for their machine. They sent us a demo printout using the driver, called Endicor, and it was superb. The initial reaction here in the office was that it was produced using a much more expensive

printer. The Stylus costs around £400, but with Endicor it produces the sort of results you would expect from something nearer the £1000 mark.

Expect a full review of the Endicor 24-bit driver in next month's CU Amiga Magazine. It costs £24.95 and is available from Eyetech on 01842 713 185. ■



New Pen Mouse



Golden Image have unveiled a new version of their Pen Mouse for the Amiga. Held like a normal pen, it has a ball at the tip and features 256 dpi resolution. This mouse would be of most use to Amiga artists that need a more genuine feel when painting in their favourite package. The jury is out on whether it succeeds though, with the relatively low dpi resolution. Look out for a review next month. Golden Image can be reached on 0181 905 8281. ■

ICPUG Southeast

The Independent Commodore Product Users Group are planning a Q&A session in February. It will take place in Biggin Hill, Kent, is being organised by CPUG South-East and will include in its panel Jaylan Ralph

from developers Almathers and other experts on the Amiga, graphics and the Internet. For more information contact John Bickelstaff at 48 Brookcroft, Limon Grove, Croydon, CR9 5BA. Tel: 0181 651 5436. ■

Matt Broughton's



Games in view

It makes a nice change to be able to start with some good news, this time from Amiga-based Grandseam, where their massive adventure/fantasy RPG **Seventh Sword of Mender** is back in production having been left on the back burner while **Exocon** sorted themselves out.

Unfortunately, delays are possible (as the said in his best British Rail announcer's voice) due to overhead, stable problems... or, sorry, thanks to some problems with the CD-ROM version that have had to take precedence over the Amiga project.

The Grandseammers are, however, still confident of an Amiga release for the first quarter of 1996. The end product will be hard drive only because the game is currently sitting on nine disks, 'thanks' to the likes of extra music and speech.

As for any future Amiga products, well... it's hard to say. Grandseam's main problem has been finding distributors to take on the Amiga products, and while the likes of Realities are happy to deal with Amiga, they're not on

The Amiga's gaming future may be as glistening bright as could be but that doesn't stop our bold investigator from sticking his nose where it doesn't belong.

the Gallup corner, so things (shall we say) are slightly less than perfect. That said, Grandseam are still remaining open-minded as far as Amiga projects go, although they have reported a distinct drop in the quality of submissions they've been receiving. They reckon that this is simply because there isn't enough encouragement for the market to succeed.

Still, though Grandseam are spending more time with their internal work (they run a **Cyberpunk Fantasy League** that they will hopefully be announcing a new Amiga release for next year, but I can't really say much more right now [very hush, hush until contracts are signed you understand]) As I can say, is that it is a game we've seen about before, and it looks pretty darn juicy, so keep 'em peeled.

New comers, **Elpis Software**, are a company facing a similar scene, where the possibility of projects beyond their first release, **Pinkall Prelude** (see review elsewhere this issue) relies completely on how sales go.

Ian Jenkins is the main man at the year-old, Lincolnshire-based company, and reasons that there needs to be a much stronger Amiga games market before they'll risk any more releases. As for us, showing board projects go, there are plans to have a non-AGA version of **Pinkall Prelude** for the new year, along with a new game that, while having no title as yet, is a sort of rapid detective adventure. Looking like it'll appear on something like five or six disks, it boasts a number of scenarios, along with multiple paths to success and failure.

Ian estimates 5,000 units to be the sort of sales they'll need to convince him that Amiga products are financially viable, but

that said, even if they do decide to go ahead with more Amiga games, we aren't likely to see anything before Christmas of next year.

Another factor affecting games developers (especially for Ian, who was the man behind **Virgin's Apocalypse** - where he feels he was let down by weak distribution) is the problem of finding and organising decent distribution for the products.

Apparently, there are so few distributors still involved in the Amiga market, Ian has had to take control of all his own production and distribution just to make things worthwhile. In his attempt to keep the ball rolling, Ian is also in contact with other developers, as well as trying to get hold of an old **Psychonics** title of his that was shelved when the great Sony snipped it to take over. A man who means business, and certainly a name to look out for in the future I feel.

Soundscape Multimedia is a company almost accidentally finding themselves involved in the Amiga games scene, having eaten up the company formerly known as **Raspurin Software**. Soundscape are primarily a

multimedia education company, but following the acquisition of the aforementioned Raspurin (who you may remember were behind **Jet Set**, **Clockwork**, and **Base Jumpers**) are now offering these three games at the bargain price of £9.95.

Though **Base Jumpers** was pretty nice, both **Clockwork** and particularly **Jet Set** are fairly interesting and might be worth a look-in.

Should you be interested you can contact Soundscape on 01889 602123. As for whether they'll be involved in future Amiga releases, well, it's all down to whether they actually receive anything of a high enough quality.

And that would appear to be that. It's a shame if one of the main reasons people are abandoning the machine is because there are so few places left to sell their wares, and we can only hope that more companies take charge of the situation themselves.

Anyway, enjoy the HMV charts (I know I do) and I'll catch you next time round. Be seeing you folks... ■

Matt Broughton



▲ **Pinkall Prelude** was first about how Elpis Software's first release, but it looks good.

HMV CHART...

Amiga Top Games

Pos	TITLE	PUBLISHER
1	Warren	Cosmos
2	Alien Breed 3D	Cosmos
3	Player Manager 2	Virgin
4	Servants World of Soccer	Virgin
5	Ultimate Soccer Manager	Sierra
6	Lion King	Virgin
7	Monkey Island 2: LeChuck's Revenge	US Gold
8	Super Strikeforce	Goldhill
9	Fantasy Manager 95/96	Hin Squad
10	Football Glory	Blaze Jolly

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Networking Amigas

Make all the right connections with our comprehensive guide to all you need to know about linking two or more Amigas together. There's endless amounts of fun to be had once you do: two player Alien Breed is just one of the reasons why you'll thank your lucky stars you learnt how to link up.

Many Amiga users have been with the platform since the first generation of machines, upgrading to later models of Amiga when they came out. Unlike other platforms, these first generation Amigas are still useful in their own right. Many a Kickstart 1.3 A500 can be put to good use if you know how. The trick is to add their capabilities onto your main machine so everything can be used and controlled from your main working Amiga. Whether this means sharing hard drives, doubling up audio channels, playing games or shovelling files to another Amiga for time-intensive processing of any kind, there are stacks of example scenarios in which networking two or more Amigas can improve your quality of life.

The most common resource that another machine can provide is that of storage. For example, A200 CD drives for the A500 can still be obtained at a ridiculously low price, so coupling that with your old dust gathering A600 and then 'networking' it to your A1200 will bring cheap CD-ROM access to the A1200. Networking need not be a one way road either. If you had two or more Amigas in a 'working' environment (at via 50

in the CU Amiga Magazine office), then they can be networked to share files both ways. In our particular setup for example, Mal can access the CD-ROM drive connected to Tony's A1200, while Tony is free to use Mal's larger hard drive as a temporary dumping ground for all his incoming E-Mail. One user can even run complete software packages directly from the other user's hard drive, and unlike similar systems on other platforms, this can all happen with no noticeable performance loss from the 'beuser' computer. This can obviously be a very beneficial arrangement.

Choice of three

There are three main ways to network your Amigas together: serial networks, parallel networks and TCP/IP networks. Serial is the slowest method, TOPUP the fastest, and the parallel solution is somewhere between the two. Speed is an important feature in any networking solution but it comes at the price of complexity and expense. Different uses call for different network systems. Simple infrequent usage of a CD-ROM drive would be possible with a serial network. Heavy usage and/or shovelling files from a hard

drive will be more suited to a parallel network. Sharing hard drives between many machines where speed is a serious consideration means that Ethernet is the way to go. Let's look at what's involved with each in turn.

CD32 link up

When we cover mounted an Amiga's CD-ROM on our November 96 issue, many readers hooked up a CD32 to their main Amiga to access the data. While the CD32 has not turned out to be the world-dominating games console success that we had hoped for, it's still a perfectly usable CD-ROM drive. Your Amiga can gain access to it with the correct equipment and software. Unfortunately, Commodore in their not-so-infinite wisdom, decided to fit the console with very few serial input ports except for the keyboard serial, which happens to be the CD32's serial port. So, what's needed is a special serial cable to connect this socket on the CD32 to the serial port on the host Amiga. You'll also need to run some networking software on both Amigas. Naturally since the CD32 has no floppy drive, its software will have to be on CD.

Wired Science have come to



interfaces more one bit at a time than a single line. Around about 50K per second can be pushed through the parallel port, without any trouble. The ParNet2 cable itself is a special Amiga specific cable which is fairly complex compared to a serial cable. Luckily it can be bought cheaply from various Amiga retailers.

Once again, the Software Develiers came up with the ParNet system originally, though the good news is that development has ceased several years ago. The good news is that there are now PC/hardware parallel networking packages available that use the same cable. After a great deal of experimentation networking our Amigas in the office with various systems, we came to a few conclusions about which was best.

First of all, the original ParNet system contains a few bugs and is unnecessarily slow. An Italian gentleman by the name of Luca Spada replaced the ParNet device driver with a hand-optimised assembler coded variant which features a considerably higher transfer speed. It's a drop-in replacement for the ParNet device installed in the original package. It still doesn't fix the bugs in the network file system, but help is at hand with a new system called ParNFS, which has the advantage of being easier to set up. These two combined give a network that offers high performance and reliability. We found this set-up to be the best for our use.

Pronet

There is another system that was tried which initially showed a great deal of promise. Pronet is stable for its speed which exceeds the optimised ParNet2 device and ParNFS combination. What's more, it's a completely integrated package that has the network file system and device drivers built-in. It even supports 7 or serial cables as mentioned earlier. Without a doubt, Pronet would be the way to go for networking two Amigas together if it wasn't for one serious problem: stability. Pronet seemed to be a life beam on crashing and if one machine crashed or reset everything went down the tubes. A reset and repair of the software seems hardly ever brought the networking back up. Still, if resetting both machines at the same time isn't a major problem, Pronet is definitely worth a look. Pronet also seems to be under active development with new

versions being allocated to the Internet. Amiga archives on a regular basis. Perhaps since it's got the problems ironed out, it became the best parallel networking package.

PC to Amiga?

ParNet type methods have the drawback of only being able to connect Amiga to Amiga. However, one new commercial product has come along to change all that. LinkIt from Zero Gravity has a simple directory utility style interface but is capable of transferring data between the PC and the Amiga, as well as a pair of Amigas. Because of this it comes in two versions, one for the Amiga and the other to run under the PC's Windows. It's quite easy to set up and definitely worth considering if this is what you need. Call them on 0181 402 5375 for more information.

You'll find some of the software mentioned here on cover disk 127 with this issue. Inside this month's RTR game demo disk, there's a directory called NetWorking. These L28 activities are included containing MagPUP, ParNFS and ProNet. There's also a readme text file which explains exactly how to decompress the archives. UNL28 is included on the disk and all decompression will have to be performed in the AmigaDOS shell manually.

IP networking

There is another method of networking which is more common at the office than the home but well worth consideration all the same. This involves using special IP (Internet) Protocol networking software such as AmiTCP or the excellent commercial networking package Envoy. These packages, on the Amiga, support a special standard called SANA-4. The beauty of this system is that if you have some kind of networking hardware and a SANA-4 driver, the software can use that networking hardware even though it wasn't designed for it. The single most common use for a SANA-4 driver is CSUP or Compressed Serial Link Internet Protocol. This driver is most often used by Amiga users to network their Amiga to the Internet rather than another Amiga (though the Internet has thousands of other Amiga on it). AmiTCP is most usually used for this purpose and it's worth checking out the Wired World tutorial in previous editions of CU Amiga Magazine for more information.

The odd man out

There's one networking solution that refuses to be categorised into the main areas covered here. The AmiLink system, as reviewed in CU Amiga Magazine last month, is a multi-machine network that comes with two different suites of networking software. Its own AmiLink (which runs on 1-3 machines unlike Envoy) and Envoy. What's different about AmiLink is that it uses the disk drive part of the Amiga for the hardware. Using standard Ethernet type cabling, up to 255 or so machines can be connected and without tying up the parallel port. Another bonus is that because the Direct Memory Access (DMA) disk drive circuitry is used, very little CPU time is consumed during transfer which is a serious limitation with all parallel networking solutions we have seen.

AmiLink would be suitable for user clubs, schools and other groups but the cost is unfortunately quite high for hobbyists and there's no UK distributor at the time. Users interested in this type of network should check out last month's review and perhaps call AmiTric for themselves in Canada on +1-402 920 6458.

AmiTCP can also be used to network local Amigas together with a null-modem cable and the CSUP driver, though in practice this is even slower than a dedicated serial network. Less well known is the fact that there's a SANA-4 driver for a parallel cable. This type of cable is known as a PUP or Parallel Link Internet Protocol cable and it's a different make-up than the bog-standard ParNet cable. Such a driver used with AmiTCP would again form the basis of a local network, though the use of AmiTCP increases the complexity to impractical levels. A better package to use for such a task is Envoy. Designed specifically for networking local machines, it makes the PC/hardware dedicated serial and parallel solutions look like toys. For details on how to make the cable, refer to the documentation in the magPUP driver archive on the CU 127 coverdisk in the NetWorking disk.

Sharing the net

One very useful application for using an IP network is that it's possible to have all machines in the network access the Internet if only one is physically connected. Such a system is difficult to implement and it requires a great deal of manual reading and software configuration, but it does work. So much so that it's possible to have several machines browsing the WWW and chatting on the Internet Relay Chat (IRC) all at the same time, though of course, the speed will be limited by the host Amiga's connection to the Internet. Internet cables use this kind of system. This aspect will be covered in a future CU Amiga Magazine Wired World tutorial.

Envoy

Envoy does a few more things that ParNet2, Pronet and Serial can only aspire to. It has full file security and accounting. It's possible to let special users only have a certain access to your drives. Password protection and logging of activities is also on offer but perhaps of most use to hobbyists is that Envoy handles a loss of connection perfectly each time. Any machine could crash or be reset and Envoy will renegotiate the link when it is next available. Envoy used with a special PUP parallel cable and the PD MagPUP device forms a very stable and secure network which while slightly slower than dedicated parallel solutions, is a delight to use. We've put the MagPUP SANA-4 driver archive on the CU 127 coverdisk in the NetWorking directory.

Liana

A complete networking bundle known as Liana consists of a PUP cable with Envoy. Developed by VillageTronic and distributed in the UK by Bitsmart, it is most certainly cheaper to create your own special PUP cable and purchase Envoy independently (and get a later version that is supplied with Liana) but Liana may well be worthwhile as a





no-fuss working out of the box package with good printed documentation. Village Tronic's Arcadia Ethernet board also has a spare parallel port and is provided with a Linux-compatible driver.

Ethernet

Out of the need to provide a very fast and cheap-to-cable networking method, a special standard is used on all platforms was born. Ethernet, as it's known, typically transfers data at the amazing rate of 10 MB/second per second and some even higher. If you have to ask, that's well over 100 every second. Ethernet is most usually implemented as a Zorro card for big box Amigas. These cards are usually bundled with Envoy and a special DMAH driver for the card.

Unfortunately they cost extortionate amounts compared to Ethernet cards on the PC. For example, this puts it out of the useful range for 99% of hobbyists with an example being Village Tronic's Arcadia Ethernet board rocking in at £220 for just the card.

The Ethernet card for the A1200, i4can, runs from the PCMCIA slot and is even more expensive than a Zorro Ethernet card at £209. For those who have to file share to other platforms and when using a simple system like Linux isn't viable, Ethernet is pretty much the only way to go. The generic TCP/IP standard being something that even the PC and Macintosh can converse in too.

Well connected

The technologies of getting such type of networking software is beyond the scope of this overview but suffice to say that TCP/IP networks get very complicated indeed. One of the authors of the Envoy networking package has written a book on the general topic of networking called Connect Your Amiga. It's a great reference guide for anyone thinking of going deeper into the topic. Users of the dedicated Amiga networking packages

What, where and how much

Envoy 2.00 year-to-year networking package	£24.99 + £2.50 pph
Connect your Amiga book by Bob Lomas	£19.95 + £2.00 pph
Fourth Level Developments	0172 686 0666
Game parallel PUP cable + Envoy pack	£24.95
Arcadia Ethernet + extra parallel Zorro card	£219.95
Bluebell	01968 260 421
AmigaNet Ethernet Zorro card	£229
3-Card PCMCIA Ethernet card for A1200	£229
White Knight Technology	01629 622 321
AmigaNet 2.0 floppy disk drive networking system with connectors, termination and 5 meters of cable.	£52.99
Amiga Developments	+1 480 523 4431
AmigaNet networking cable + Network 2 CD and floppy	£24.95
ParNet cable	£9.99
West Science	0114 228 4622
AmigaNet resources kit II - Cable + Network 2 CD +	£24.95
Amiga Tracker Computers	01282 686 716
ParNet cable + ParNet software installer	£9.99
T Wire Net-Net cable	£9.99
Trigon Computers	0115 966 2323
LinkIt Amiga to PC serial/parallel networking software	£7.99
Just Simply Products Europe	0121 602 5170

such as ParNet and Netnet, would be advised to print out the documentation that comes in the distribution archive. Most causes of

problems with these networks are due to incorrectly set up configuration files and such forth. ■
Mat Bettinson, Tony Morgan

A spot of serial killing never did any harm did it?

If you're all connected up, why not spend some quality leisure time blowing up aliens and other creatures. Two of our top rated 'Zoom!' clones are serial link compatible. Alien Breed 3D and Glorian are both due graphic updates in the next couple of months but even in their original form are well worth having for your network.

Glorian is ideal for two player



▲ Glorian, spectacular role by role combat gaming.



▲ Alien Breed 3D with a friend, alien exterminator.

side-by-side combat. If you and a mate are well into your games you can team up via a cable and go into battle together. Although there is a split screen two player mode, the advantage of using two machines is that it's both faster and you get a full screen each. If you fancy a bit of head to head action then Alien Breed 3D should be right up your street. In it you and another person are able to fight each other in a nasty, competitive environment, and still go to the pub later on with no primority and lots of stories to tell.

Easy peasy

Games serial links need not be as complicated as those used for other applications, basically there's only three connection points needed for most, and you can get a decent length of cable from many sources for under £20. Companies like Greytronics who advertise in this magazine offer various lengths, and you should be able to get whatever you want from them. But if you're going to use your machine for productivity then you'll need a proper T wire serial link, which

can be used for both purposes. It's worth remembering that if you are using a parallel link then you will NOT be able to play games using it. They are serial link only. It's also worth noting that if you get a really long cable these are prone to creating errors. Unless the cable is of a very high quality anything over 5 metres or so will start causing trouble. If you do want a really long cable, invest in high quality connectors and cable, it'll cost you, but end up worth it.

Lots more

Other games worth mentioning are, for right clan fans, Eagle of the Sky; for strategy fans Populous and for racing game fans you will not go far wrong with either Super Skidmarks or the forthcoming Xtreme Racing, the cover disk on this very issue. Although you will notice that our demo has its serial link capacity disabled you will be able to play a four player race in the full game. This uses the split screen two player made on both machines, and is fast and fun. Super Skidmarks goes even further, allowing you to play up



▲ Alien Breed 3D with a friend, alien exterminator.

to eight players, though the amount of screen space for each player becomes very, very small.

Get into network gaming, it's very rewarding. The competitive aspect of two or more players is vastly enhanced and with two machines operating instead of one, speed is guaranteed. Not all full modern games are stable via network and especially if you are networking with different Amigas you can expect some problems. Patience is sometimes required but the end result is always fun.

Contacts

Greytronics	01451 686 9120
Protonic Real Order	01258 231170
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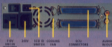
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POWER.

Portable Amiga Workstation

It's the ideal small home computer, but with a separate power supply and the need for a monitor or TV it's hardly portable. But those crazy Yankies ...



As portable PCs get more and more powerful and attractive you might think that Commodore missed the boat—surely a portable Amiga would have been a mighty useful tool! Well, you're not the only one and Silent Play Products, an American company totally dedicated to the Amiga, not only dreamed about it, they took up the cause and actually produced one.

It couldn't be done ...

For years we have been told that an Amiga laptop was unfeasible because of the high power requirements of the custom chips that the Amiga relies upon and the difficulty in making a LCD display conform to the Amiga's scan rates. Considering never abandoned to design an Amiga laptop, believing that there was not sufficient demand for one to warrant the time and resources necessary.

After Commodore disappeared, however, a chap called Shaun Randolph thought that it would be cool to put his A1200 in a case with a LCD screen. And so the idea for the first Amiga portable was conceived and Silent Play Products was born.

Turning this idea into a product was much harder than Randolph anticipated though. It took nearly eighteen months to create the dream as it went through prototype after prototype, trying to iron out problems. In the end, they ended up designing their own hardware solution for the problems that the LCD screens encountered with the Amiga's scan rates.

Finally, after the long period of anticipation, the Portable Amiga WorkStation, or PAWS, was introduced to the world in late



▲ Silent Play Products' new Amiga laptop workstation for the A1200 A1200.

November at a user group meeting near Washington and four days later at the Video Transfer User Expo in California. A1200 and A4000 versions were on display though due to problems with their power supplies, they were still not completely functional at this stage.

A heavy load

The PAWS kits looked like PC or Mac laptops. They are much bigger and bulkier. Because there was no way to license the Amiga technology when they were being developed Silent Play Products could not develop their own motherboards, which could have been specially designed to fit into a more compact laptop. Because of this you are now forced to literally place your A1200 or A1200 into a

large metal case which has a LCD screen attached. In an effort to keep costs down, the A1200 and A1200 models are made from aircraft aluminium and are rather heavy by comparison with PC laptops. However, Randolph is keen to point out that the aluminium makes the casing very sturdy, claiming that "These PAWS can probably stop bullets!"

The A4000 and A3000 models are lighter as they are housed plastic IDEM.

The A1200 model is the only one that could be compared to a PC or Mac laptop. It is relatively compact at 14" x 12.5" x 4.5", is just slightly wider than the average PC laptop, although heavier, at 11lbs, and a bit taller when closed. However, the A1200 is seen as the better choice because its basic

CPU is faster than the A4000 and is it's well suited to running the software that people want a laptop for such as a database, communication programs, spreadsheet and word processors. This A1200 version can also accept added accelerators that go in the A1200's expansion slot.

The only real problem with the A1200 PAWS model is its size. It is four inches wider than the A4000 version. Still, because of the power limitations of the A4000 it is seen as more practical. However, the the A4000 compact size together with the new A4000 accelerator board make now make it a more attractive option.

That bit extra

One nice feature of both A4000 and A1200 models is that you can still use the PCMCIA slot. This means that you can add a CD-ROM drive, PCMCIA floppies or Zip drive, adding even more portable power. The A4000 and A1200 models also come with a trackball. Called the PAWSball it's a compact trackball with a solid feel and a professional look. Originally a PC compatible trackball, it's been re-engineered by Silent Play Productions to fit both laptops.

Luggables

The PAWS kits for the A3000 and A4000 are not meant to be laptops and are generally known as "luggables." These luggables are designed for professionals, such as videographers, who need to take a lot of equipment and their computer with them on shoots. They are designed to "allow Amiga users to do away with having to pick up a whole



▲ Here's the new system left: the PAWS 600, 1200 and the mighty 1200+.

kind of junk, allowing you to easily move from site to site and use your Amiga. Currently you have to plug up your own A800, your master of the cables, all the other supplies, all the bricks, and then sit at it all up. That takes a little bit of time and is frustrating. PAWS allows you to pick it all up in a sec and go," said Randolph.

Clip on keys

The A3000/A4000 model comes with a keyboard, so all you do is place your motherboard into the kit and you can fit a video card (such as the Passio II or Video Tourist) where as well.

The keyboard, especially designed for PAWS and not a Commodore product, can be slipped onto the side to make it easy to carry and the LCD screen is built into the side of the box as well. The A3000/A4000 prototype model also has an Alpha Graphics built into the keyboard. This is

used as a mouse/trackball replacement allowing the pointer to be moved on screen by simply dragging one's finger around the surface of a pad.

Battery operated

Silent Power Products claims that the PAWS kits run on batteries for approximately 1 hour and 15 minutes, about three to five times less than their current PC and Mac laptops. It runs on two DHR31 batteries, which cost from \$60-\$100 (or about UK £37-£60) each, depending on whether you buy the cheap or Compaq batteries or the more expensive Duracells.

Luckily, for those who will find their budgets quite small after they buy a PAWS, the batteries can be recharged in the PAWS when you are not using it. Batteries are not included in the package. However, these batteries are made by Compaq, one of the largest laptop



▲ Sil Power Products has the company. Silent Power Products will license 20% laptop distribution

makers, and Compaq, one of the world's largest battery producers, so there's no need to worry that you won't be able to find a battery for the PAWS.

Low on software

The PAWS does not come with much software, since again to keep the price down and from the assumption that most users of the PAWS will already have software that they bought for their desktop Amigas. It comes with software drivers for the LCD screen and the trackball, and Link II and Crossfire v4 software. Crossfire v4 is a newer version of the Crossfire software which comes with Microbench 2.1, 3.0, and 3.1 and the Link II software allows you to easily transfer files between the PAWS and another Amiga or a PC, with just a cable.

This is very helpful for those who are forced to use PCs at work or if they simply don't want to have to copy files onto their PAWS from their Amiga by disk. Randolph stated that the high price of the PAWS (derived mostly from the LCD screen, which accounts for about 70% of the cost).

His hope is, however, that as more and more laptop computers are produced for all platforms, the price of LCD screens will drop considerably, lowering the price of the PAWS.

Any future plans?

Silent Power Products has other plans for the Amiga apart from just the PAWS. Their next release will be the Gesso, which is an external device that will plug into any Amiga and use a standard VGA monitor by scaling the Amiga's image to 640x480, the

PC's standard. (This is essentially the same unit built into the PAWS, to allow that Amiga's many main sales to work on an LCD display with only one port out.) The Gesso is another Amiga laptop planned for the future from Silent Power Products, which would be a laptop out of the box, as opposed to the PAWS, which you must put together yourself.

They plan to redesign the Amiga motherboard for the PAWS, to make it smaller, use less power and to put a sliding clip on it for more compacting power with less electricity consumption, but they have yet to even talk to Amiga Technologies about licensing the technology necessary to do this.

"We'd actually like to be the laptop company for Amiga," commented Randolph, "but again, it's completely up to them [Commodore/Amiga Technologies]."

The only option

The PAWS is far from a complete solution for Amiga owners yearning for a laptop. The price is out of many peoples' range and the battery life is not very long.

Nevertheless, for people who need an Amiga laptop, it is the only option they have, and for videographers, the A3000/A4000 model makes a good portable Amiga for video work, and with help from Amiga Technologies, they can make the Puma the first real laptop for the Amiga.

The Amiga laptop is not in the UK yet, but with the introduction of the PAWS, the Amiga took a large step forward towards that goal. We'll keep you posted on what is happening and where you might expect to see them. ■

Jonas Gahan

Technical Data ...

Dimensions:

11W x 12inD x 4in (PAWS 600)

12W x 12inD x 4in (PAWS 1200)

Power:

Auto-switching 110/220V external power supply. Internal monitoring circuit that warns users of low power situation when system is off.

Battery Life:

Average battery life is 1.25 hours. This figure may vary with the individual Amiga system configuration and use.

Weight:

PAWS 600 - 11 pounds (Fully loaded system)

PAWS 1200 - 14 pounds (Fully loaded system)

LCD:

160x160 Active Matrix Color Panel (10.4" Diagonal measurement)

Cost:

Approx US\$10,000.

Virtual Wedding

Some Amiga users take the Internet seriously. So seriously, in fact, that they are now getting married on it. Mat Bettinson was on the guest list.

The Internet needs no introduction. It's become household name thanks to the recent mass media attention. The Amiga, however, was linked up to the net long before all of this happened, right back when the art of connecting to the Internet required that you have an IQ of 150 and possess a doctorate in computing. These days there's a hard core group of Amiga users for which the Internet is not a play thing. It's a way of life. They may not have been born on the Internet but they look set to live, marry and die there.

Getting to know you

So how do potential soul mates get to know each other? There's several different ways of conversing via the Internet, interested readers should have a look through the *Virtual World* tutorials running since the May issue of CU Amiga. One often neglected method is also the closest to having a real conversation. The Internet Relay Chat or IRC, allows people from all over the world to create their own conferences and talk to each other with 'tag' lines of only seconds (bogie-fun). When a person on the IRC types a sentence, it is sent to all the other participants on the channel. Their name will be listed on the left next to their text so everyone



▲ Here she is in the glowing love hotel.



▲ And his expected groom (in fact, he is).

knows who said what. Once you get used to it, this group communication is far faster than the spoken word ever could be.

In the good tradition of electronic communications, real names aren't used. Instead everyone uses a 'nick' which is short for 'nick name'. That doesn't mean that their real names are secret, it's just shorter and tendier to use a nick. I use the nick 'Fingers' but anyone using a single command can call up my real name in a second.

In one Amiga related channel on the Undernet IRC network, a man going by the name of 'Slyps' (so please for the full nick is I and a woman by the name of 'GaiGirl'.

decided that it was time to make their long running electronic love affair official. They announced that they would become *net* married. A concept that will seem bizarre to those not long involved in the strange alternative culture that is the Internet.

Even then, many may think that the entire concept is amusing. Such a marriage couldn't stand up legally. The participants aren't even in the same country with Slyps, based in Norway and GaiGirl in the New York. However, why does a marriage have to be a legally binding agreement? Is that all it is? Surely two people who love each other get married to forge a bond

between themselves that they can share with friends and family in the ultimate celebration of devotion! That's the theory anyway. Whether you think these are truly, not geeks or glimmers of man kind's next step into Internet evolution, one thing's for sure; it was a relief not having to wear a fun.

Virtual confetti

The ceremony was held at midnight on Saturday the 2nd of December (not hosts are nearly always night-owls). This wedding got was already the worse for wear after pre-Christmas weekend marauding. Humorous analogies were drawn to scenes in Four Weddings and a Funeral by other members of CU Amiga staff. However, at 11:55 my trusty Hasegawa Optima 144 dialled up my local Internet provider and I activated a copy of JemIRC, the Amiga client program used to get onto the IRC. Here's where the virtual wedding differed from a real wedding. The bride and groom arrived dead on time, the best man didn't lose the ring and the bride's mother didn't sob all the way through the proceedings. I even got to march in a packet of cherry dentos through the solemn bits.



▲ Here, the screenshot, was the wedding (it showed how we use group talk-nicks to say 'I do'.



▲ After the ceremony, there was even a virtual party to be had complete with virtual champagne.

There were plenty of aspects that were just like a real wedding. Though after the rapid and intense and modified ceremony, I finally got to perform the ultimate cliché in throwing some virtual confetti.

Oddly enough I really felt like I was at a wedding. There was a stream of simultaneously congratulatory shouts followed by the crowd screaming for a speech. Speeches were duly typed out in turn to not only the best man but seemingly everyone else who knew the bride and groom and some that didn't. Finally the channel was returned to an unmoderated state so everyone could speak again. The party began instantaneously. Virtual shouting, dancing and drinking carried on through the night while the couples danced to a slow waltz. Another advantage of a virtual wedding is that everyone can play their own music at the same time.

Hawaii

Gathering an entire night's worth of time into just 50 minutes or so, IT's profits were ticking over even faster than usual, sovetters began to feel nervous to the congregation as the number present in the channel ticked down from the record 86 to a couple of dozens. To wrap up, Sh'lips and YekGirl retired to the Physical channel (amid many cheers for their honeymoon on the beach. There's rumours of another wedding in the village and a secret meeting to be held soon seems to indicate that these events may have set a precedent. © Araya Magazine wishes Sh'lips and YekGirl the very best. ■

Net Wedding



A YekGirl's best man



A YekGirl's bridesmaid

Till the .net do us part - the ceremony

<P-Gary> In the name of the net, the cafe and the holy Araya. © Time to begin! Dear Cafe guests! The net marriage is a blessed union. It is designed and developed and programmed :) by us to brighten up some of our inhabitants' lives.

<P-Gary> We're gathered here today in this Cafe to unite two of our most beloved ones. We're here to witness the net marriage of our dear friends Sh'lips and YekGirl.

<P-Gary> I must give the happy couple some words of advice now. Remember that a marriage net only involves sharing the joys and pleasures of your partner, you will also become your partner's best friend, and you've got to share his or her troubles, Cussers, netagits and lags. Sh'lips, your duty towards YekGirl is to love and honour your wife by seeking her trust, helping her and standing by her side in times of need and trouble. And YekGirl, you have to remember that Sh'lips might not be a big Nerds man, but in reality he needs as much help as you. Take care of him for us. We all hope that you will be devoted to each other for many years, and spread your own feelings of joy amongst the rest of the Cafe. Remember - You two might not be married for ever. Who knows what feelings you or your net providers will have towards each other in the future. But after this day you two should always keep a place in your heart and computers for each other.

<P-Gary> Before the Cafe and the net, and in the presence of the people gathered here, I ask you Sh'lips, if you will have this YekGirl to be your net wife, and love and cherish her in netagits as well as in lagged times?

<P-Gary> I do.

<P-Gary> Now repeat after me:

<P-Gary> I, Sh'lips, take you YekGirl as my net wife. I promise to love you through both sweet and sour times. :) As a token of devotion I give to you this ring.

<P-Gary> I, Sh'lips, take you YekGirl as my net wife. I promise to love you through both sweet and sour times. :) As a token of devotion I give to you this ring.

<P-Gary> May we see the ring, please?

<Action> s/he hands the ring to Sh'lips

<P-Gary> Sh'lips puts the ring on YekGirl's finger.

<P-Gary> Before the Cafe and the net, and in the presence of the people gathered here, I ask you YekGirl, if you will have this Sh'lips to be your net husband, and love and cherish him in netagits as well as in lagged times?

<P-Gary> I do.

<P-Gary> Now repeat after me:

<P-Gary> I, YekGirl, take you Sh'lips as my net husband. I promise to love you through both sweet and sour times. :) As a token of devotion I give to you this ring.

<P-Gary> I, YekGirl, take you Sh'lips as my net husband. I promise to love you through both sweet and sour times. :) As a token of devotion I give to you this ring.

<Action> kagagi gives the ring to YekGirl

<Action> YekGirl puts the ring on Sh'lips's finger

<P-Gary> Now you two are wed, and from your names and net lives are going to be commended for ever and ever. Real things may make you part, netagits might take one of you away from the other, but he or she will always stay in the heart of the other.

<P-Gary> This ceremony is finally over. We will end with a few wise words, something to consider at this joyful time.

<P-Gary> Every thought felt as TRUE

<P-Gary> Or allowed to be accepted as TRUE by your conscious mind

<P-Gary> Take roots in your subconscious

<P-Gary> Blossoms sooner or later into an art

<P-Gary> And bears its own fruit

<P-Gary> Good thoughts bring forth good fruit

<P-Gary> Bad thoughts rot your meat

<P-Gary> Think right, and you can fly

<P-Gary> The kingdom of heaven is within.

<P-Gary> Sh'lips, you may kiss the bride.

<Action> Sh'lips gives his net-wife a huge kiss.

and so the merry making, cake cutting, and speeches continue. Sadly we ran out of space so we can't print it all but you get the idea.



ScreenScene



This month we've been knocked off our chairs by *Breathless*. Visually it's a stunning game but, more importantly, it's a technically demanding

game. It's the beginning of the third generation of first person perspective 3D combat games on the Amiga. The first generation is represented by the likes of *Space Hulk*, *Dungeon Master* and *The Ikarus Trilogy*. The second generation, the so-called 'Doom' clones, are *AB3D*, *Goon*, *Fears* and *Citadel*. Now the 3D engines have become more developed as publishers have realised that the A500 Amiga is no longer just a simple 2Mb, 14MHz machine. There are a lot of accelerators out there, and fast RAM is now almost standard. This means that they can give us the games we want, the games that can compete with other formats. *Breathless* is just such a game and it is soon to be followed by others. If you haven't already upgraded your Amiga, games like *Breathless* should encourage you to. See the review on page 46.

The other game which had us really going in the office this month is *Pinball Prelude*. With arcade-style music and a slightly different approach to table design it was a surprise favourite. Who said that 21st Century were the pinball wizards? They have just taken the torch from them.

Team 17 were all excited again this month when they announced that *Alien Breed 3D No.2* is going to be called *Turnoil* and will contain many more advanced features besides 1X1 pixel graphics. According to a spokesman it will have (and I quote in a strong Northern accent) "up and down aiming and transparent characters: you know, the full monty, like". Top news lads.

San Dylas, Editor



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Warning: These previews are about material of an extremely violent nature, do not read on if you are easily offended.

Damage

■ DFR: TBA ■ Publisher: Sonmi Poll ■ © TBA

Does seeing blood and guts on screen, witnessing and partaking in vicious murder turn you into a psychopathic mass murderer? Or do you find it all just harmless fun? Where does fantasy end and reality begin? Well Gili Ford, CEO of the Finnish development company Sonmi Poll, claims that society has become too boring and we all need some violent stimulation to keep us going.

Going out into the streets and killing everybody in sight is just the task according to Gili and doing it on your computer is a damn sight better than

acting out your fantasies in real life.

"Over 200,000 people were killed when we demonstrated our game at a show recently", claimed Gili, which means that my own 250 casualties in the demo we were supplied with was pretty gory.

At first glance *Damage* is fairly innocent looking, reminiscent of *Psychosis* Developer, with small human sprites wandering around a street. Each one is distinguishable as a child, a woman, a man or a granny. Then a small white-shirted hoodler appears and, using a joystick you can walk him or run him around. Now

normally one would try to avoid the civilians and kill some evil ninjas or mafia hit men but not in *Damage*. The first thing you do is get out a baseball bat and start whacking everyone. Women, children, grannies ... the lot.

Pretty soon all that's left is a gory pile of blood and guts on the ground. Next thing you know a SWAT team arrives and start shooting at you. Fear not though, you're pretty invulnerable to bullets and breaking one of the old fell with your bat will yield a shiny new shotgun. Next, to realistic sound effects, you can shoot in possession of such high grade



weapons as an M60 heavy machine gun and an UZI people will die that bit faster.

Frankly *Damage* is sick, and after a while running around murdering people it loses its market fascination. Graphically this primitive version is nothing to speak about and the only gameplay feature is the competition over the amount people you can kill. The full version promises more depth, but apart from shock value I'm not convinced. Sonmi Poll intend to sell it mail order. ■ AD

— IN AN OLD CREEK YOU FIND AN 8-60 TYPE RACHTHORN WITH A 200 THST BUILT WIFE

Capital Punishment

■ Due Out: Early '96 ■ Publisher: TBA ■ © TBA

There is a very good reason why I think *Capital Punishment* will not be released in the UK in its current form: one of the combatants is a sticking dead woman with her breasts bared through two holes in a leather vest. I

can just imagine the scene in HMV: "We can brought this piece of fifth from you last week. Not only does it have blood flying all over the place, but there's a topless nina in it and just this morning he head-batted a friend while imitating one of the movies. I demand you take it off sale!" We live in a country where

newspapers featuring topless models alongside horrific pictures of murder can be purchased by infants for 25p. But combine this in a game and there's sure to be an outcry.

Click Boom have certainly pushed the boat out with *Capital Punishment* and you know what: it's very playable. Hailing from Toronto in Canada, Click Boom claim that CP is the best known as far as damage fighting titles are concerned and as first impressions I'm not willing to discount the theory. The demo we looked was fast and fluid.

The background closer is OK, but what really impresses is the animation. Although the combatant's facial expressions are a bit farcical and their uncovered limbs a bit wooden looking, the frame rate is higher than any fighting game I've seen so far and the moves

are very effective, it's gotiously gory too.

Although the demo was unedited, one of the really cool touches already included is the swinging lamp above the fighters.

Click Boom are 'currently in negotiation with various publishers' to bring on this game, and intend to have it released early in the new year. They want you not to play any demos you see of CP if you are under age or of a weak disposition, and the full version will probably have an age rating, but it's not as bad as they would like to make out. ■ AD





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Breathless

■ Price: £29.99 ■ Publisher: Power Computing ■ 01234 273000



A third generation Doom clone is here and it's great. Get in the pasta, pop open a Peroni, unclog the Espresso machine, take a deep breath and hold it ...

Fields Of View are an Italian development team with close links to their bosses. Here is a company that sat down, thought hard about what they'd like to do and then did it. They disregarded the theoretical limits of the Amiga and said something like "we will produce the game we want, and to hell with those two strings to upgrade". So they did. They produced a 1x1 pixel doom game that needs acceleration but looks spectacular.

OK readers, you can start breathing again.

I won't bore you for long with the details of the plot. You kill or be killed. There are four worlds, each subdivided into a number of levels. The earlier levels are all indoors and have you wandering around dim-to-bright corridors,



▲ "Bring back! See what the way!" I just finished on a heavily armed monster when I really should be running away from enemies my gun.

opening doors, passing the Alt fire key continuously and running like Billy-o to a shooting vantage point every time a big bad alien with a large gun appears. On later levels you get to run around in fog or even in open air, opening doors and pressing the Alt key even more frequently while running away like a rocket

powered Billy-o every time three massive evil aliens attack you with unforgiving large weapons.

It's great fun, honest. The keyboard is absolutely chock-a-block with functions. The keypad allows you to increase or decrease resolution and screen size - a major advantage on less powerful machines. It also allows you to look up or down. There are three angles of each, using the T and I buttons while 4 centres you again faster than you can say "doughnut". While on the move the shift key allows you to slip sideways,



▲ It looks like some Frank Strong gunnery! See left is the CRT and this is the Amiga.

while Ctrl lets you run. It's all nicely balanced in a right hand/left hand manner and thus control becomes second nature after a short time playing. The F-keys give you access to whatever weapons you have available. Joystick control is available, and top class, but I found it easier to stick to the keyboard as you still have to use it even in joystick mode if you want to change weapons, run or sidestep.

Big weapons

Don't you just love it when game developers get to the point and call their weapons something decent. The weakest weapon is



▲ You pick up credits and health whenever you die. When in a sticky one the bullets from my "Double Blast" hit the gun so it no longer blows. However! When in the small death situations you pick, as you can see.



▲ One of my favorite challenges is a sort of light table jiggling while a monster passes half a dozen weapons past him. My gun is all out and I still die every time.



▲ Doom really like working at you in first-person. The unpleasant part is those healthies. Some enemies actually want to kill you, others will just hurt you and... and shoot you into a corner.

called the Simple Shot. Although the bullets are big enough they don't do an awful lot of damage, especially when you get onto the second level and beyond. I must say I haven't taken the time to learn how many bullets it takes to kill a medium sized enemy but it's more than three or four, which always seems to be enough in most of the war movies I've watched. So the simple shot is a bit useless, but it will all have to do too. It's all you've got for the first few levels.

As the other end of the scale is the devastating and equally well named Death Machine. This little piece of kit is the equivalent of shooting a burning, explosive filled-grenade plant at your quarry. It's even this isn't enough to

down one or two of the blighters. You can also upgrade these weapons if you have the cash. At



▲ Health, ammo and weapons. Although progress, healthies will shoot from the other side.



▲ The screen size is a bit small, but it's easy to see for more than one screen. It's really like being in a dark hall or tunnel.

a certain point on each level there is a red-bellied console which acts as a shop. This is accessed by walking right up and pressing the space bar. This will give you several options including Weapons, Weapon Board and Accessories. You need credits (collected on all levels and usually guarded by aliens) to buy anything, but health, armor and upgrades for all weapons are available.

The main screen is divided up into the playing screen and the icon bar at the bottom. This is by far the nearest presentation of any game of this type so far. The three key readouts are Health, Armor and Energy. Health has a maximum reading of 100 and if you hit zero you die.

The more armor you have (it's a maximum of 300) the less health lost when enemy ammo hits you. This also decreases though as you are shot. Energy is 'shooters' bullets substitute and although there is a theoretical limit of 8000 units of energy this is impossible to accumulate. Write in and tell me if I'm wrong, but you must have one hell of a shield if you do.

Energy works for whatever gun you use, but the bigger the gun the more energy it uses.

Speed!

I said at the beginning that *Doomless* needs an accelerator. This is not strictly true, although it does play to its maximum with one. We played it on a standard A1200, one with 4Mb Fast RAM added, one with a

Big is better ...

Doomless leaves you, well, breathless when you look at its graphics. But with four definition levels and five screen sizes there is a lot to choose from. On a basic A1200 there's no getting around the fact that you either need to play it in the basic 320 pixel mode, in which case it looks like *Doom*, or else you've got to scale the screen down. The problem is that once you use the option of 1x1 pixels you'll never be able to look at a 320 screen again. Not only is it less pretty, less clear and a bit odd, it also induces motion sickness. As your eyes get used to the top notch 3D world of full resolution graphics, they'll find it hard to focus on the blocky world of 320.

Because of this I've actually happen to play the game on a standard Amiga 1200 at just the second smallest screen size. Yes it was fine, but it moved fast enough and the graphics were wonderful. Games, though will never stoop this low, so my advice is to upgrade to a decent accelerator with 4Mb of Fast RAM.



▲ In the beginning there were three sizes and two pixel resolutions, and the people were happy. But the last was money, and this bit of desperation.



▲ In the last bit of desperation, they shut down very high-resolution. But it came to your choice the last time 320 didn't look better and replaced 1x1 in the play.



▲ This is the standard 320x200 screen size. It's a decent thing 1200 did you with decent graphics and some fast enough to support it. It's you can have anything you like.



▲ With a full screen, 1x1 pixel mode showed in every way but if you don't have an accelerator that's a mistake. This is a more practical way they did it, and.

28MHz accelerator and one with a 50MHz accelerator. No surprise for guessing what it was best on. But anything will make a difference. I got addicted to the smooth graphics and found it difficult to play in chunk mode so

on the standard A1200 I had to put up with a very small screen. Fast RAM lets you increase the size of this screen, and every incremental increase in RAM and processor speed thereafter improves the game.



▲ Looking down into your eyes leaves you a bit about. From the bottom looking up, the off-the-screen walls and things about *Doomless* is the ability to look up and down, and shoot things in other directions.

Not that it needs much in the way of improvement. I was a bit sceptical about depth and difficulty on the first level, but once you get used to all the moves, start building up weapons and gain some cash to spend in the shop you realise that there is a lot more to the game than at first look. Having been taken in by how good looking Peep was, then let down by its playability, I was dubious about



Breathless at first. More concentrated play and the consequent increase in success but it is in perspective: this game plays well almost as well as it looks. Before I go any further though I have to make a comparison with *Alien Breed 3D*. While there is no doubting *Breathless*' graphical superiority it's still in two minds about whether I prefer it or not. The graphics certainly add masses of feeling to the game and the various enemies are

perhaps more difficult to kill. I also much prefer *Breathless*' presentation: there's no stupid looking subtitle glow on the information bar (which Team 17 ridiculously claimed was intended to represent a heart), everything is clear, neat and concise. But *Breed* had a dark atmosphere to it, the likes of which I've only felt playing *Doom* on PC. The creatures look really evil even if they only look evil in a locally sort of way! and it sends a shiver down my spine. *Breathless* is more efficient, more business like, but hasn't as much heart (bigger or not), or colour.

But ...

With both *Black Magic* and *Team 17* developing new versions of their respective titles to compete, *Breathless* has certainly shook up the scene, like *Gladius* and *Acid* did in 1995. At the moment though there's nothing like it and I'm following it's mysterious path to destruction of more available moments. Once you've seen these



▲ A large level like and the best of new power-ups to collect. It takes plenty of energy to kill an enemy this large.

graphics it's difficult to contemplate returning to the old ways. ■

Alan Dwyer

BREATHLESS

100	100	100	100	100	100
90	90	90	90	90	90
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60	60	60	60	60	60
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Speris Legacy

■ Price: £24.95 ■ Publisher: Team 17 ☎ 01924 267776

Look, it's definitely not *Zelda*, right. No way. Enter a cute adventure game like no other (nearly) and become king if you can.

Have you ever set back and thought just how ridiculous the plots of most games are? Take *Speris Legacy* for example. A king has two sons. One is evil and twisted and the other is good. The evil one is heir to the throne but because he has black magic spells in the basement of the castle (playing *Gloom*, no doubt), his father discovers him and makes the good one heir. Not

long afterwards the evil son kills the good son and the kingdom is thrown into chaos. However, the good son luckily made an agreement with a mate that should be murdered he, instead of his evil brother, would succeed to the throne with the king's permission.

I mean really! Could you imagine OZZ colluding the Prince Of Wales playing *Gloom* in the basement of Buckingham palace, disinheriting him and making Prince Edward heir? Then Charles bumps Eddie off, but to and behold, the young prince has made an agreement with a mate of his to take over the throne if such a thing ever happened? What would the Prime Minister say? What would the London taxi drivers say?

And to get another game with a hopelessly ridiculous plot ends up looking the RMM or my Amiga, a game which we cover disk items'd and preserved in



▲ This map allows you to travel back and forth between villages. Nice eh?



▲ "The last step being my last" the King of Spindrift told the men when young adventurers



▲ Oh, where a lot. Raging behind while he's supposed to be and sleeping from flowers, killing sheep. Please the ladies, collecting gems and looking down the bed you know

months ago but subsequently fell behind and steered on the brink of not being released at all.

Are you ...

Yes, *Speris* really didn't get released, but Team 17 have given the Amiga a reprieve because of the reception both *Worms* and *Alien Breed 3D* got, and *Speris*, soon to be followed by *Alien Breed 3D Warfare* (AB3D 2 hasn't got a name yet) are the fruits of this reprieve.

The plot is as outlined above, except the hero is called Cha, the bad guy is called Galles and the murdered brother is called Kale. You enter the game with Cha getting out of bed and what you do next is up to you. I mean this. You walk out of his twee little cottage and can wander the length and breadth of *Speris* City for hours doing nothing if you please. Only by talking to people will you get hints at what comes

next, and soon a scenario will build up and you'll be off collecting weapons, useful objects and wandering around the place like a Star Trek veteran.

Apart from moving in four directions (via joystick or keyboard) there are four main items the functions Cha can execute. He can use a weapon, talk to someone, look at something or pick something up. All of these are accessed by pressing the fire button. Which course of action he will take depends on who or what he is confronted with. Most people (and I use this term loosely) will talk to Cha. Some will have to be talked into it. Others will be extremely helpful. However, the baddies, easily recognised as various blobs, mutants, suits of armour and aliens, will not talk to pressing Cha's fire button automatically attack them. Some of these enemies are definitely difficult to keep alive on though.

Shhhhhhh keep it under your hat!

Would the next *Zelda* please step forward. *Zelda* (not at all like *The Sperm Legacy*) first appeared on the Nintendo Entertainment System (NES) way back in 1987 and introduced video game players to a world of magic, mystery and danger. The story is based in a place called Hyrule and centres around the Triforce of Power. When Princess *Zelda* learned that Ganon had acquired a piece of the Triforce, she broke it into eight pieces and hid them before she was captured. A young man called Link (hero of the Triforce and Princess *Zelda*) sets off to rescue both. Since the original version, there was a second game on the NES called *Zelda II: The Adventure of Link* as well as versions on the Super NES, *The Legend of Zelda: A Link to the Past* and Game Boy *Zelda Link Awakening*.

If Cho is able to talk to someone a tiny speech bubble will appear above his head as they approach. Pressing the fire button brings up a text screen which usually contains a menu of statements or questions. Sometimes you will have to choose Cho's statements carefully as other lines the conversations will be short. If he can look at something and give you a description a little eye will appear over his head.

lookin' at me

To start a fight you need weapons and Spensland is happy to provide you with them at a price. This price will either be in lives or money. I say lives because some of the enemies have a habit of knocking energy off Cho and when his energy bar becomes empty you lose a life. To reach weapons you need to avoid or destroy the enemy, the advantage of the latter being that you can collect the guns the bad guys leave behind after they pop their clogs. These will pay for more weapons and objects in the shop and bring casual patients by.

Weapons can be accessed either through handy keyboard shortcuts or via an inventory. This is divided up into Weapons and Objects and Cho can use one weapon and one object at a time. Sometimes it is necessary to combine weapons and objects, like hand grenades and matches while particular weapons or objects are required to defeat particular types of enemy or get past specific obstacles. Cho even has a fire disposal a pair of Zeltie-like boots which enable him to travel super-fast. And just so you know that Spens is not at all like Zeltie they're called Speed boots, as opposed to Pegasus boots.

Punk?

Spensland is a pretty big place with lots of locations and rather too little to do. What I said at the beginning about wandering around aimlessly can also become a joke after a while. Spens is difficult, not too difficult, just frustrating as. There are precious few hints as to what you need to do next and sooner or later the endless wandering begins to wear you down. There is a save option but allows you to enter and leave the game speedily and it does appear these machines you know if you're forgotten to format a save game disk it will allow you to do this without interrupting the game. With just average graphics

some of the characters and objects are a bit blocky and a tenuous backing track that changes with location. Spens is a nice adventure but nothing special. I kept playing it out of duty more than enjoyment, though what you do actually succeed at something it is a feat. Some of the interaction is funny but a lot is not.

Spens had more potential though. With better interaction more subtle things to do, allied to more guidance in solving what puzzles there are it would have held my attention much better. ■

Martin Davies



▲ A nice little bit of dialogue comes off weapons and tools, how do I?



▲ Using the shield is effective against enemies but you can't stop them from firing.



▲ The inventory system. You can get a sword, some books, a shield, a staff, a pair of wings, some food and a couple of other things.

SPENS LEGACY

OS Version	4.0
Number of disks	1
ESL	25%
Hard disk installable	no
graphics	75%
sound	75%
playability	75%
overall	74%
price	£19.95
platform	Amiga
publisher	Amiga
developer	Amiga
release date	1996

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Hillsea Lido

■ Price: £12.99 ■ Publisher: Vulcan Software ☎ 01705 670269

Look after the pennies and the pounds will take care of themselves. Maybe not in this case.



▲ Here a busy beach scene in the better free-look shop windows. Above: stalls, show, promenade, market, games, hotel, a fishing pier.

A poor man's *ThemePark* some might say, and they'd be right. The idea behind both games is the same, you're given a stretch of land and left to use your business acumen to create a thriving resort. However the similarities end there, because *Hillsea Lido* lacks the superb graphics and sound of Bullfinch's *ThemePark*. It isn't even the game just yet, it's from the same stable as *Wishful* and *Timekeepers*, and the latter was a minor hit last year.

It's showtime

It really is all fun and games. To get your resort off to a start, you need to book cabaret. There are five wacky acts to choose from for the show, which runs once a week. They're fun to watch and Vulcan have kindly provided an option to skip the show if you don't want to sit through it at all. This is handy because there are only so many times you can sit through Basil's Bandy Ballroom. The idea though is that you earn enough cash to book a more expensive show. And the more expensive the show the higher the price ticket and the more cash you get your hands on.



▲ The five acts that you can book. Above: cash collector. All stalls and acts have various items for sale. The more money there is the greater the variety there is.



Without a show you won't survive, it is one of the main cash earners, and if you forget to book one, your budgets such as staff payments etc will quickly

soak up your bank fund and you could find yourself in the spiralling vortex of debt. If you find this too difficult you can always load one of your earlier saves.

Advertising the show is also very important, otherwise nobody will turn up. You can do this by clicking on the little man with the billboard at the bottom of your screen. Other guests for hire include cleaners, lifeguards, a cash collector (available for making in your earnings) and watchdog security men to protect him while doing his rounds.

Moneygoround

The overall aim of the game is to make the resort as nice as possible so you get lots of visitors who will pay to go to your shows. But the show is not the only way to make money in *HL*. There's a whole host of money spinning items. You can start off small, a few deckchairs for the beach and some donkey rides and Punch and Judy shows for the kids. Then as you make more money you can buy things such as cheap hire, water slides, speed boats and parasailing facilities.

The same goes for the promenade. You can begin by putting a few small attractions here and there: fortune telling machines and teddy grabbers or you can put your business head on and aim to set up postcard stalls, ice-cream shops, coffee shops, fish and chips, all the usual stuff.

This is where the economic side comes in as you get to set the selling price of your goods and your staff's commission. You've got to balance it right. Too high a price and no-one will buy, too low a commission and your staff will be upset. Keeping the shops stocked is also important. A quick call to the warehouse will sort this out, though at times the availability of goods can be unpredictable.

Now you decide to manage and plan your resort is up to you. As well as making money you've got to keep your visitors happy. Clicking on the group icon bottom right will quickly tell you what they want next for their beach or promenade. They don't like dirt, if you don't keep the maintenance up on your shops and keep the place clean they'll soon let you know using an annoying *Hillsea* style 'lawd'! ch.

As well as keeping things clean for the punters you also need to keep things clean for the health and safety inspector



▲ The show for sale. Below is Basil's Bandy Ballroom (see page 10).

whose visit you are forewarned about by messages which flash intermittently across your screen. These updates let you know what's happening in the other screen. You need to impress the inspector otherwise you mightn't get those lovely cash awards at the end of the week for clean beach and promenade facilities. Other cash awards include length of resort and number of visitors.

All is entertaining for a while, if you don't mind dodgy sprites and those annoying Lord Of Infestroses. After a while though it becomes boring and ends up being too repetitive without any real reward. The novelty wears off and soon you really don't care whether the show is booked, the ice cream shop is empty or Joe's wife is fit. You just want to leave your little people to perish in squalor. ■

Line Callins

HILLSEA LIDO

● excellent controls	1.5+
● number of slots	2
● title	10%
● hard disk available	yes
● graphics	50%
● music	50%
● soundibility	50%
● playability	70%

Verdict: Good idea, but could have been better executed.

65%



▲ The show, here you can preview the Ballroom's catalogue and purchase items there in just five ticks, but by clicking on the next pic.

Pinball Prelude

■ Price: £19.99 ■ Publisher: Effigy ☎ 01526 834020

What about Star Trek Next Generation? What about Judge Dredd? Where are my fave pub pinball tables then, oh Effigy?

Please! The whole world stood back and peered when Alternative Software released Thomas The Tank Engine Pinball a couple of months ago. At least someone other than 21st Century had caught on to the idea that pinball was big business. Even if a kid's cartoon train was a bit naïf as a pinball subject, and between it and Pinball Atlantic you weren't exactly spoiled with quality.

Effigy seem set to change this trend with Pinball Prelude. I'm not sure whether I like the idea or not but so well do the three tables included in *Prelude* you will apparently be able to buy more on an individual disk basis. According to Effigy if they sell over 3,000 sales, they will be able to release a new disk, 5,000 and a new game will be released.

I guess what I dislike about this marketing approach is that even for £19.99 I would have liked four or more tables. The three supplied are good but you can't help feeling cheated when you open the box and they are already selling more. But I will admit that the idea gets around the lack of availability of quality games and as long as the quality of the tables keeps up then, well, what the hell.

Past, present ...

The three tables supplied in *Pinball Prelude* are themed around the past, the present and the future. The past and future are almost unrecognisable as conventional pinball tables. I mean come on, have you ever played pinball with four cavemen darts or five light sabres? But they're fun.

The 'Prehistoric' one is a simple



▲ Above: 'Future' ... clearly, advanced and suited to today. Now right: The other two 'Prehistoric' tables.

affair but easily one the most scenic table I have ever played. It's like taking a stroll through Jurassic Park. Although pinball purists won't be excited by the gameplay the combination of humour, top class music and SFX and novelty value will not really disappoint anyone. Instead of loops, aliens and bolts it contains grunting dinosaurs to T-Rex and a Triceratops a river and a series of symbols on a penny knob indicating passing time, spinning volcanoes and inventions. Congrats, Effigy on making a break with tradition and succeeding.

The 'Future' table is even more bizarre, with a top-down view of a Blade Runner-esque rendered city and what is described as a ball street, which looks a bit like a

coloured marble. The best bit are the flippers: they're green light sensitive Smart. The SFX used mean that whenever you throw a flipper it makes a pretty genuine Star Wars light sabre sound. Despite these innovations it's the best enjoyable of the three tables.

The 'Present' table is much better. It looks like a current pinball table, which means you're on familiar ground immediately. It's themed around communications with a satellite dish, a TV remote control (or is it a mobile phone), what looks vaguely like a laptop computer and a football match.

One of the really nice touches included is that when the ball enters the football match section it actually changes tempo into a football. Otherwise though the ball doesn't look very convincing.

The music and sound effects are without doubt the best in any pinball game. If you buy it, do yourself a favour and plug it into a stereo because you won't regret it. You can individually change the volume of the music and sound effects, getting the right balance for your tastes and there's also a switchable filter which smooths out the sound and cuts out some of the high or frequencies.

It's not easy to score highly in *Prelude*. Unlike say,



▲ The 'Present' table. It makes sense: satellite is hot these, left and right too, it's a goal!

Business, where you can blast away almost endlessly and still chance again 20,000,000, in *Prelude* you need to work the combos and get up multiballs to really get results. There are three difficult levels.

Original thinking

I was highly impressed with *Pinball Prelude*. Each table comes on a single, separately loading self contained disk so there is no swapping between games etc. The quality of the graphics is very good and the amount of original lateral thinking used on the various tables is admirable. In the final analysis I found that the tables lacked really long term excitement (especially 'Future') and the sort of edge that a genuine pinball table provides, but don't let this put you off. It's much better than *James Bond* and knocks the socks off past masters 21st Century's *Pinball Atlantic*. And when you beat the master, the world is at your feet. Or something. ■

Alan Dykes

PINBALL PRELUDE £19.99

3 disk version	3.5/4
number of disks	3
theme	2/5
best disk installation	—
graphics	85%
sound	85%
excitement	85%
playability	85%

OVERALL
Pinball Prelude
Score 88/100

84



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Soccer Stars '96

■ Price: £34.99 ■ Publisher: Empire Interactive © 0181 343 9143



If there's one thing better than a football game, it's a box full of 'em. Matt Broughton opens his present from CU Amiga and writes a Thank You note to Santa.

Though the Amiga's game software has been a bit unpredictable over the last few years, one genre that has always had a steady stream of releases is the soccer simulation. Empire Interactive have, in their infinite wisdom, recognised that there are tons of excellent facts products out there, and as such have put four of them into one box and offered it to the public at a bargain price. Of the four there's only one I consider to be less than spectacular, so let's get that pop out of the way first.

Just one stinker

Amiga's *Star GM3: European Challenge* is, in my books, sadly lacking. Going for a side-on view, it's the only game out of the four that I could hardly be bothered to play (well I did 'cause that nice Mr Dykes peed me in turnips he did). It's got pretty much all the content you'd expect from such a product, only really wobbling once the arcade matches start. The feeling of being in control is slack, and there are just too many silly problems that make playing the game a drag. It also fails that age-old test of seeing whether you can score every time from a diagonal shot. Not one I'd recommend, however...

Moving on to more positive issues, we come to the four disks of love known simply as *Academy On The Ball*. Now *GO* is a bit of an anomaly, as it's a management-only game, but one that I love. The reason for this is all down to the presentation. Rather than being presented with dull, boring screens upon screen of text results and



▲ *Power Manager 3*: excellent computer game



▲ *The good boy wins*

static statistics (you try saying that with your mouth full) each section of the game is accompanied by some gorgeous animations and player representations. Turn the team and you'll actually see the little lasses running about on the pitch. What's more, they'll actually be practising whatever you've assigned them, passing, shooting, penalties, whatever! Add to this the actual match graphics featuring huge and colourful players moving around with grace and finesse, and you're into a winner.

To cap it all, it's not just the appearance that draws praise; the content of the game itself is also worthy, with absolutely everything you'd expect from a management game. Certainly there are screens full of boring player stats, but with pretty badgerman! (and let's be honest, that's what said, head-to-potter managers like me see after at the end of the day).

Suffice it to say that this is the management game to go for if you hate the standard style adopted by such games. Which brings me like a trained BBC anchorman to our

next contestant... *Academy's Premier Manager 3* is, and let's not beat about the bush here! the third in the *Premier Manager* series (and I bet that was a shock to many of you!) *PM3* is a sort of halfway house between the last manager and the fabulous *Mag of On The Ball*. It relies more on statistics and traditional management antics for the majority of its content, but thanks to some excellent presentation, still keeps things looking groovy throughout. Another bonus in *PM3*'s points is the way in which it represents the actual matches. Plainly obviously, there isn't an arcade section within the game, but a pitch is still shown, charting the progress of the ball and players at a speed you set. As with all management games, how much you get out of a game really depends on how much you put in, but with *PM3* you can get right down to the level of knowing each team member intimately. If you're the sort who just likes to buy players occasionally and do the odd bit of messing around with formations before pressing the button to get the result - fine. You'll have some fun, but you won't get as far as the manager watching all of his players

and negotiating with contracts and other club managers. Still, damn good stuff in either case.

And lastly we have *GO: 1994 International Soccer*, as good a version of *GO* as you'll get on the Amiga. It's an isometric-view soccer game and

though it did stink when compared to the likes of the mighty Sega, it allows for some excellent play and a high level of control. The player looking for tricky shots and tasty headers should find something to suit his taste here. And, er... who else is there to say? It's brilliant.

Excellent

And so, my CU charms, this package is an excellent one. Forgoing *Star GM 2*, everything is highly recommended, with two very different, but excellent management games and one superb arcade game to get into. Empire Interactive - I thank you! ■
Matt Broughton

SOCCER STARS '96

- worthiest price... £34.99
- number of disks... 11
- size... 200k
- best disk available... None

graphics	excellent
sound	excellent
usability	excellent
playability	excellent

PERFECT
for excellent
complexities
honouring
some classics.

91



There's nothing that our own Queen of Darkness likes doing more than solving adventure games. If you're stuck for an answer, why not drop her a line and let her get her teeth into something juicy?

Future Wars

I have been unable to get out of the office (the room with the map). And that's only the second room! Please help.

Name and address withheld to avoid embarrassment.

There's a walkthrough for the first bit. Take bottle, operate open window, examine waterbottle, go plastic bag, go to bathroom, open medicine cabinet, take insecticide, open toilet door, examine floor, get flag, use basket on stick, go to north in office lobby, use bucket on north door, wait to exit door, examine carpet, take key.

Operate east door, go east, close door, examine cupboard below library, use key on second cupboard from left, examine typewriter, use number, operate drawer in desk, take paper, close drawers, examine military map, put flag in hole in map.

Leisure Suit Larry 3

As Peter, I'm stuck trying to find Larry in the bamboo forest. I have the bottle of water, but the manual says I need nectarine. Help!

Mr. Preco, Mid Glamorgan.

Adventure Helpline

If's not nectarine you need it's a song. If you look in the game's manual you'll find the one I mean. The answer to the map is to use the first letter of each word like this: North, east, east, north, west, north, east, north, north, west, west, north, west, west, north, north, west, north. (Don't drink any water until you get to the point where you have become delirious and lying on the ground.) When you escape from the forest on the other end you must travel north to reach the river where you can have a drink.

Secret of Monkey Island II

I am really stuck in this hard game and I can't find the 4th piece of the map.

Daniel Stables, Devon.

Go to Betty Island and take part in the spinning contest. (Don't make love your disgusting habit). I can only be grateful it's not the other contest that makes all take part in. The one where you write your name in the sand.

Use blue drink with yellow drink. Blow ship's horn. When Spinnaker is away pick up flag and switch their places. Use the green drink with the orange wine and go to the Fifth Lane. When you see the woman's sack flag in the doorway, get wine and collect the prize. Take the prize to the shop and sell it for 5000 pieces of eight. Buy to buy the map, then do the deal in find 'must mean Jay'. Go to Plant Island, in the library, and look under it for disaster in the card index. Ask librarian for the best Great Spinnaker. Real head to get the coordinates. (33A, 33B) Move Captain Kari's boat and go to the re-indicators. Drive to the gallows and get the monkey head. Take your prize to the shipkeeper.

Dungeon Master

I am having trouble opening fire doors on Level 8 - the one with

the Middle Floor. One of the doors is near to the 'Test Your Strength' corridor.

I'm also having trouble opening an iron gate. I'm sure that the answer is something to do with throwing something through the holes in the gate which is then magically transported back to you. It used to work, but it doesn't work now.

Peter Bowers, Oldham.

You simply pick your strongest character and get him to throw something down the corridor to land on a pressure plate which opens the door. If you are wandering around with a gang of wisps then you should find you can't do a strength potion to defeat.

The gate problem is solved by operating the wall lever then placing an object in the transporter field which appears. This opens the gate and gets you the key.

In the corridor with the marriage. If you want to stop alive men after entering the room there is a button in your which opens a secret room on the far left.

There is also a room which opens when you step on a pad, then above when you get off. To enter that room you must have a skeleton one in, then force the ritual with a magic box.

Operation Stealth

I have got as far as swimming through three papers when I come back to town (after breaking out of the cave). I have spotted a man on the beach, but I have no money to bribe me to buy from him. Am I in the right place? Should I have done something first? I have obviously missed something, but what?

Mark Russell, High Wycombe.

You've obviously broken the first rule of travelling - 'Take notes as much

money, and half as many clothes'. I take very few clothes with me when go on holiday and I find I have a much better time.

Do you recall that when you are in the bank to convert your money into local currency you 'load' the notes on the bankroller? Well you should have done it twice. Remember, boys and girls, if a thing is worth doing, it's worth doing twice! But then I say that to all the boys.

Simon the Sorcerer

I am stuck at the part where we have to find clues for the Golem and I cannot find the stone anywhere. I know I need to make a mix, but I cannot find anything to make an axe from.

Rachel Cook, Farnham.

To move with you must have the golden jar from the Druid's house in the village. Once you have that you can go to the Exemplary's brother and he will give you all the stones you want. Ask for another helping and store it in the specimen jar. Engraving show until the leaves.

The antechamber which the palatine will find for you if you find that a jewel in the key using a metal detector.

"If all the boys lived over the sea What a good romantic Vampiro would be." If you've got a little problem and would like Vampiro help you call. Drop her a line at: CU, Sainsbury Magazine, Ptery Court 50, 52 Farnham Lane, London W10 3AU.



RENEE MILES, THE BEAUTIFUL WOMAN WHO CAN CONJURE AND TRAVEL THROUGH TIME



Time flies by when you're having fun, eh? It seems like only yesterday I was writing Snip Tips and here they are again already! Tsch, they grow up so fast these days. Or something.

Snip Tips



LEVEL 4 —
RZY950089Y6

THEATRE OF DEATH Psychosis

Did you know that Psychosis is now called Sams? I know. Crazy isn't it. Anyway, a nice simple little cheat this, all courtesy of one LG Jones from Mississippi. Type in **THEATRE OF DEATH** as the level code for infinite ammo. Groovy huh?

GULP Ice

Oh lordy, I thought I could forget about this game forever! Never mind, it's only level codes (well that's what my therapist says anyway — apparently it'll make those strange dreams go away!) Jesus, I talk a right old load of rubbish don't I. Is, anyway, here are the codes I mentioned about half an hour ago before wandering right off the subject. Oh yes, I forgot to mention, this is all thanks to Paul Milton from Chester. To tell.

THE LAB LEVEL
WELLOW
BBODRS
KALOP
B-MOVE
JERYLL

THE SEA LEVEL
SCALES
SALMON
PIRATE
SHAGUL
WORLD

THE TOY LEVEL
PENCIL

SKATES
YESSH
GROWER
PUPPET

THE SPACE LEVEL
ABORPH
GALAXY
ALARMS
PHOTON
LASERS

THE ALIEN LEVEL
RIFLEY
HUGGER
NATION
T-2000
ENDTHE

POWERDRIVE US Gold

Now here's a handy set of codes and no mistakes! To be a mystery reader who didn't include their name, but comes from Dorset. Don't forget, if you don't tell me what you are and what machine you've got, you won't get a prize!

STAGE 2 — BLAUCE-
MBBBIUDLXMHX
STAGE 3 —
CBCCFWMBBBSWQXMHX
STAGE 4 — SUPERLUX-
GBBBDGXMBH
STAGE 5 — CLJSLCXFGBS-
CLJXXMHX
STAGE 6 — SUPERFIBROD-
WWTXMHX
STAGE 7 —
BODJBJVGBBFLCXMHX
STAGE 8 —
GGBBGBVBBBCJBDXMHX
STAGE 8.3 —
BZDULBBFBBBCZD7TXMHX

And that's your lot. Don't forget, every tip printed receives a free check of the Speed software thanks to those groovy guys and gals at Ocean, so keep 'em coming. Be seeing you ...

PREMIER MANAGER 3

Gremlin Interactive

We're always getting calls about how bloomin' phone numbers, where are a couple to keep you going, courtesy of Matthew Richardson. 02032 gives you £1.2M. 00000 gives your players a fitness rating of 99, a moral of nine, and makes them able to play with lots less.

FEARS Black Magic

David Swann from Birmingham is a nice little cheat for this interesting Dream world-be. It'll get your intro level one to 15. First go and stand in some ice and press the help key. See die! Restart the game and the help key can now be pressed to restore all your health and ammo. 'Sphoot!

ATR Team 17

I've never fancied having a go at the rock-hard space levels without having to complete all of the earlier tracks. Here's a little of the cheat, courtesy of Swindon's

Paul Lee. Select Battle Mode and pick the Forest Track. Choose to race on track two using the Formula One car, and then play a two-player game, letting player one win all the races. When you return to the title screen, select the Battle Mode but this time you'll be able (hopefully!) to select the Space Tracks.

ZEEWOLF Binary Asylum

Paul Adams from Chichester has a few level codes to keep things moving while you wait for ZeeWolf 2.
Mission 5: IMAGO
Mission 9: TILBORN
Mission 13: ARGUS
Mission 17: MARTIN
Mission 21: SOCKIN

JUNGLE STRIKE Ocean

Copied! Not only has John Stier from Dagenham sent in some handy level codes for this excellent game but they happen to gift the player with some serious lives. Yes! Quite remarkable!
LEVEL 4 — XTGYKXPGH
LEVEL 5 — VNYWWSZSCB
LEVEL 6 — WSPXWMPYU
LEVEL 7 — THFQWPGCLR
LEVEL 8 — N4SC9766WVB

Get Serious

Horgan's Organ



It's been another good month in Amigaland, especially if like me you've been fortunate enough to spend the past few weeks checking out the latest kit on the market. The highlight of my month has to be HiSoft's new CD-ROM pack. This includes one of the few CD-ROM drives on the Amiga market that can show audio data across the SCSI bus. "So what?" you may be thinking. Well it means that you can take samples directly from CDs in a straight digital to digital conversion, hence no signal loss until you start downgrading to 8 bits, and even then the results are still amazing!

We've also had plenty of fun with the Virtual i-glasses but at the moment there's not much around in the way of 3D software. Even so, hooking into your favourite PD demo is pretty intense!

We've found room on the cover disks this month to include lots of little bits and pieces as well as the main Feature Studio program, because we know you're not just interested in one thing.

Now that Christmas has come a-gleaming, let's hope that Amiga Technologies get on the case with a new beefed up Amiga to tide us over until the next generation machines. Perhaps they will at last start selling the A1200 in a hard drive-only configuration - until then we are going to be stuck with a market held back by an underpowered workbase - fingers crossed!

Tony Morgan
Technical Editor

Once again we're here with all the latest products rated by CU Amiga Magazine's gurus ...

- **Disk Magic** 62
File managers used to be simple little things that helped you copy between a couple of disks - now they want to run your life for you!
- **HiSoft CD-ROM** 65
HiSoft's new CD-ROM bundle includes a few CDs and a smart CD-ROM drive which among other features, allows for direct digital recording from audio CDs.
- **i-glasses** 69
Virtual reality for your Amiga! Escort's i-glasses offer a personal 3D view of your Amiga, for a price.
- **GP Fax** 70
Traditional fax analogue to digital fax machines are old hat these days. Why not send your faxes straight from your Amiga via a modem?
- **OctaMED CD** 74
OctaMED needs little introduction, but now the Amiga's favourite music software is available on CD-ROM, with over 500 files of top samples and modules!
- **Kryonix Image Objects** 76
How do you fancy some new dinosaur objects for last month's brilliant *Imagine 2* cover disk? This CD makes no bones about its offering.
- **FourSquare HD Floppy Drive** 79
It's sleeky flat and covered in a matt black finish - it's a high density floppy drive!
- **CD-ROM Round Up** 80
UFO theories, graphics clips and more Amiga activities are unearthed this month.
- **PD Scene** 82
They're all gone game gaga down at PD Scene central - plenty of cheapo entertainment to see you through until Spring.
- **PD Utilities** 87
Boring tools, a graphic adventure creator, more battery bits and plenty of miscellaneous utilities.



i-glasses page 69



PD Scene page 82



Imagine 2 page 76

DiskMAGIC

■ Price: £39.95 ■ Developer: Maxon Computer GmbH ■ Supplier: HiSoft Systems ☎ 01525 718181



Need to keep your files in order but don't like the Shell? DiskMAGIC will sort it out for you ...

Almost everyone who uses their Amiga for something other than games will have used a file manager at one time or another. At their best, file managers offer the power and flexibility of the Shell with the user-friendliness of the Workbench. There's plenty of choice in this field (Directory Ops, Info Manager, Directory Work, Filer 3D, CLIMATE etc.) and they're all based around the same basic structure of two lists, one for the source directory and another for the destination. Simple tasks would be copying files from the source to the destination or running programs. More advanced users could include all kinds of things such as viewing animations, unpacking archives or even launching custom-written Affix scripts.

So DiskMAGIC is entering a crowded market with *Directory Opus* already a permanent fixture on many Amiga user's hard drives. However, whilst *Directory Opus* has added lots of powerful features, it alienated some users

with its move away from the familiar two lister display. Maybe this is the break DiskMAGIC needs to claim the high ground midway between ease of use and powerful functionality.

Firing up

DiskMAGIC comes on a single disk with a 160 page manual. The first time you fire it up you're greeted with the traditional two lister filer with a bank of drive buttons in between. Beneath this is a bank of picturesque icons depicting the standard operations such as Copy, Delete and Move.

Modelled in the famous Magic Workbench style, the icons are nicely shaded but it's not immediately obvious what they all do. A quick glance at the manual is enough to clear this up. Once you know what they are it's easy enough to use, although they're all very similar to look at. In order



▲ DiskMAGIC's excellent display screen is new here. It makes it easy to find some file filters with subcategories and you can then view with Options.

to see pictures of the main screen overlaid with title arrows or symbols. Fortunately these can be redefined to text buttons or your own personally designed icons.

Options, options

Whether it's the buttons you want to change or any other aspect of the program, there's no shortage of configuration options. The selections from the configuration menu are as follows: (Devices); Directories; Display; Drag 'n Drop; Resizes; Functions; Gadgets; Hotties; Icons; Menus; Mouse; Requirements; Screen; Startup; Status Bar and Viewer. Each selection has its own context window and menu bar, from which all the relevant settings can be made.

Adding the buttons and defining new ones is one of the most obvious changes you will want to make. Setting up a new button is fairly simple, although adding your own icon can be a little more tricky. You can load in PF brushes and tag them onto buttons, but you'll need to match up the palette of the PF clip to that used

by DiskMAGIC, which can be tricky. The text button option is best for the simplest route.

Musical windows

If the standard display setup isn't to your liking you can move each element wherever you like. Before you go rearranging all the windows, lists and buttons, it's worth checking out the alternate preset layouts. By cycling through a number of thumbnail screen shots you can choose a completely different layout with a couple of mouse clicks.

Alternatively you can get your hands dirty and move each part around the screen to suit your specific requirements. When you're happy with the new layout, you can choose to have the windows 'set in stone' so that you can't accidentally resize or move them next time you use the program, although you can revert to any other layout should you wish to. The result is a fully fixed window filer exactly how you like it. Otherwise you can



▲ In the Display preferences dialog, you can choose between various preset window bar setups with a small preview window showing the result. Also here the small icon window can be fixed in place here.

Virtual LHA

If you use LHA archives on a regular basis, you'll welcome DiskMAGIC's excellent built-in LHA support. Apart from packing and unpacking LHA archives, it also allows you to work on packed archives as if they were unpacked, copying, deleting, viewing and playing files without the need to spend everything first. The program does all the fiddly bits for you behind the scenes. You just access the archive as if it was a directory. This means that you could life a single file from a CD-ROM archive without extracting the disk first beforehand. It's possible to do the same in Directory Opus if you have the right Access plugins, but DiskMAGIC does it straight out of the box! DiskMAGIC is equipped with a good AFeeze port to boot.

DiskMAGIC also has about the best built-in file type support I've seen in a directory utility. The automatic GMS loading is very handy. Add to this the powerful and intuitive file type recognition coupled with the relatively easy to use functions editor and virtually any type of file can be defined to perform any kind of action when clicked upon. Setting it up for use with specific viewers, players and so on is no problem, yet it has enough built in to be useful with an entire configuration, unlike DOpus. Performed in its excellent graphical environment that DiskMAGIC provides, it still didn't seem a hassle to spend a couple of hours creating the ideal file environment for my needs.

Use the new layout with standard movable windows.

In addition to the list of currently mounted drives, you can also set up a bank of drive buttons for your main drives, directories and partitions. Creating an intuitive and functional drive bank takes no time at all. Points to bear in mind: the program can be defined to any that you may have on your system and altering its palette is no trouble.

Borrowed from Opus

A lot of the DiskMAGIC user interface is remarkably similar to Directory Opus - the section dealing with defining new buttons for example. Although you won't need to use the Shell way often once you're configured

DiskMAGIC to your needs, you will inevitably need some knowledge of Shell commands in order to program new buttons. However, the process is simplified somewhat by the button configuration GUI. Apart from entering the path and name of the relevant commands or programs you want to call from the button, you also need to set vital parameters such as whether DiskMAGIC should wait for the command to return, finish off a function definition and so on. It could hardly be easier to create a special button for your favourite text editor and picture viewer. Very tidy indeed.

Some other special features of DiskMAGIC are definite improvements on the game. The Mac OS style Directory Tree mode can be toggled on and off. This enables you to view entire directory



▲ This is where you set all functions. By using Operation buttons you can define the action and power it the name of the file and system.

structures including sub directories and files all at once. This is a superb function that makes finding and handling files a doddle with far less shuffling in and out of directories.

The positions of the tree elements can be dragged around with the mouse to peek under every stone. The price you pay for this is larger access times while it reads the directories and subdirectories - understandable but perhaps it still could be quicker. Wonderful stuff all the same.

Slowerly pace

There is however a few key areas in which Directory Opus 5 breaks past DiskMAGIC. The most obvious is the rather lax pace at which DiskMAGIC carries out certain tasks. Making a simple change to one of the preferences GUI results in a 10 second wait for it to 'Copy Preferences' whatever that may be. This rapidly adds up to be a little frustrating for frequent minor changes of the configuration. Also the file copying functions seem to be slower than any other file manager I've used - so much so that I called Hiloby to confirm that I wasn't doing anything wrong. They admitted that it was on the slow side but said that this and some of my other criticisms are being addressed in future versions. Good to hear that DiskMAGIC will be continually developed as Directory Opus has been found.

I couldn't flatly recommend either Directory Opus 5 or DiskMAGIC either way. DOpus 5 is the more powerful in terms of efficiency, speed and the multi threaded nature which allows for multiple users and simultaneous processes. If it's raw copying performance and the

capability of parallel operations and even a 'Workbench' replacement you need, then Directory Opus is your man. DiskMAGIC has the edge when it comes to ease of use and built-in support for many handy features and an uncompleted configuration style, not to mention being a tad natter cheaper. DiskMAGIC, unlike DOpus, starts simple and can become as complex as you want to improve on your configuration, whereas Directory Opus 5 starts complex and you have to learn the ropes in order to make the most out of it. There's no doubt that DiskMAGIC could have the edge if it was quicker.

I agreed with the difference was more clear cut so that I could use one or the other myself. As it is I'll be leaning to both for different tasks. Directory Opus 5 is just around the corner and new updates for DiskMAGIC are touted soon. It looks like GP both finally has some worthwhile competition and though it'll mean heads of sweat on both developers' foreheads, it'll be good news for us as we benefit from the competition. DiskMAGIC is a truly professional product and one purchase that I can definitely say you won't regret. ■

Mal Bettinson



▲ Large palette to define all physical buttons to store or not, plus the other side bar. Clicking on the bottom panel will allow editing of the same function without the need to define a button.

DISKMAGIC

System requirements:
Any Apple Macintosh IIx and above with 1MB of RAM.

Price of disk: 99%
Any Mac OS, the best of its kind.

Performance: 99%
No feature is more powerful than the others, but they are more powerful than the others.

Value for money: 99%
A great value for the money, but the money is not the only factor.

Overall: A directory utility using class in the market. Get it now.

92%

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Squirrel SCSI Sony CD-ROM

■ Price: £189 ■ Developer: HiSoft ■ Supplier: HiSoft ☎ 01525 718181

A very appealing CD-ROM pack arrives with powerful audio and video CD capabilities.

Now that a CD-ROM drive is considered an essential addition to most Amiga setups, HiSoft have released a new CD-ROM and SCSI interface package for the Am286 and Am386.

For your money you get a Sony 32-speed SCSI CD-ROM drive, a Squirrel SCSI 2 interface, two CDs (SCA Experience and Amnet 9) and three floppy disks worth of support software.

The drive itself is reasonably quiet. It comes with an internal power supply and a robust 'teflite' tie-type means connection. Compared to the fiddly and rather hot external power supplies of some other drives, this is a welcome sight. Due to the internal power supply there's also an in-built fan. A SCSI ID selector can be found on the back of the unit and

is easily adjusted should the need arise. A stereo audio output is also on the back panel, but there's no provision for channeling your Amiga's sound through those connections, so a bit of cable swapping may be in order if you plan to alternate between listening to your Amiga and music CDs. A SCSI terminator is also supplied.

Extra bits

The two CDs included with the drive coincidentally both scored 90% in their CD Amiga reviews. The SCA Experience (reviewed in the December 85 issue) is a collection of public domain games, demos and slideshows, with a few utilities and other bits thrown in for good measure. A lot of the content is ready to run direct from the CD which makes the disc extremely accessible. Amnet 9 (reviewed on

page 66 of this issue) is the latest collection of shareware from the Amnet archives and is a valuable resource of both serious software and entertaining PD.

There's enough on those CDs to keep you going for a while, but HiSoft also supply some more goodies on three floppy disks, including the Squirrel SCSI software, a few CD tools (test panel and miscellaneous additional utilities).

Great value

This particular bundle has a number of advantages over similar offers you may have seen. For one thing it's all based around SCSI connections (unlike the forthcoming Amiga Technologies



■ HiSoft's new CD-ROM package is based around the rather nice Sony 32 drive. Backed off with four timing Squared Logic drive sets.

Q-Drive) which is good for future expansion options. Then there's the robust built quality of the drive and its ability to read audio data from CDs and VideoCD compatibility. Add to that the software that's included for no extra charge, and you've got a very good value deal on your hands. The pack comes highly recommended to all Amiga users, especially anyone who's into sound sampling. ■

Tony Hargan

Direct audio sampling

One of the key features of the Sony CD drive is its ability to transfer data from audio CDs across the SCSI bus. In other words, with the right software the Amiga can suck the 16-bit sample data from any audio CD through the interface and into memory, where it can be manipulated, edited, replayed, converted to other formats, saved to disc and loaded into your favourite music sequencer software.

Grabbing the actual sample data in a direct digital-to-digital copy means that the sound will not be degraded by any interference. If you have the luxury of a 16-bit sampling setup, you can import the grabbed samples straight into your sampler with no loss of quality. Users of 8-bit systems can convert the data to 8-bit, and then copy on as usual. CoAMID users can load in the 16-bit originals, maximise the sound to nine bits and process them in 16-bit format before converting to 8-bit in replaying them through FastTracker Amix.

There are a couple of utilities included on the floppies designed for this purpose (one called 'VCCOP' and another called GCD4U.2). It's also worth checking out AudioLib 16 which is similar to these two but more advanced. You can find a 'Junior' version of it on the Amnet 7 CD. We do not condone sampling from copyrighted audio CDs and advise you check the copyright status of the tracks before sampling.



CD-ROM PACK

System requirements:
40,000 or 80000 extended Word size recommended.

Value of use: 90%
Comparing to the software to sample audio for other users.

Performance: 90%
The Squirrel SCSI interface very easy to use with the drive.

Value for money: 90%
Probably the best CD-ROM buy that there is for the price.

Verdict:
Highly recommended to anyone wanting a CD-ROM drive

89%

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GP Fax 2.3

■ Price: £44.99 ■ Developer: GP Software ■ Supplier: Wizard Developments ☎ 01322 272900

Now you can say 'so fax me' with the best of them thanks to GP Fax.

Why send faxes from your computer at all? The obvious reason is that it's cheaper than buying a standalone fax machine. Fax machines are basically just a printer, scanner and a fax modem in a box. You don't need the printer and scanner if you have a computer.

The next reason is that you use your computer to send faxes, you are sending digital data directly and skipping the scanning process altogether. This leads to far better quality faxes on the receiving machines. So being able to send faxes from your Amiga is a very handy thing. So handy, in fact, that we now send most of our CU Amiga Magazine faxes from an Amiga rather than via a standard dedicated fax machine.

However, there's more involved to getting your Amiga chatting out faxes than just buying a so-called fax modem. You need dedicated software to do the job and so far there's only two commercial solutions: The Australian *Zipfax* and the Australian GP Fax.

All singing, all dancing ...

There's many different kinds of fax modems out there. Precisely a specific version of GP Fax was required by different types of modems. Thankfully now, the package sensibly comes with both Class 1 and Class 2 versions included so it should work on any modems. GP Fax 2.3's installer detects if you have a Class 1 or 2 modem and installs the appropriate version.

Once installed GP Fax will either run in its own screen or open on the Workbench. It won't notice so if you are running a reasonably high resolution, open-

ing on the Workbench is best. The GUI is an odd custom job but looks reasonable and has clearly marked buttons for the various functions leading to quick and easy access.

When you start the program, it'll ask you to fill in details of the company name and phone number etc. These will appear at the top of every fax sent. All of the settings can be altered later if needs be.

Let's get up and running

There are two ways to run GP Fax. One is to enter the fax in a simple text editor and let GP Fax convert this into a fax using the first provided which is readable and functional. This method works but makes for clunk faxes indeed.

There is another more complex way though, which results in amazingly snazzy looking faxes. This method involves interlocking output destined for the printer and converting it into a fax document. When printing, GP Fax pops up a requester saying 'Fax Printing'. The document can then be transmitted to a fax machine as if the remote fax was your own printer. In so doing, I got *Final Writer IV* to print out some excellent faxes with proper scalable fonts, a defined graphic banner and not a scanner glitch in sight.

Not without problems

This process wasn't without its problems though. I found it impossible to send reliable faxes with a Class 1 modem (A Hayes Optima 288 in my case). It would send to our office fax machine but it wouldn't send to any of the other fax numbers I tried. Playing about with the various settings didn't seem to work either.



4 Sending faxes is a very simple matter with GP Fax.

However, when I used a Class 2 XLink 288 modem from Wizard Developments everything worked perfectly first time. It sent faxes to our office fax and to the other numbers I tried.

I recommend that if purchasing a fax modem you make sure to pick up a Class 2 unit. It seems easier to get it working with GP Fax.

Other minor niggles with the package include the fact that vital serial settings for the modem have to be set up in the icon Tooltypes, rather than the GUI preferences.

Also, it would have been nice to have some method to print to GP Fax without it trying to look the parallel device. This meant that I couldn't run *ParWinT* at the same time as printing a Fax from *Final Writer* to GP Fax (the parallel port isn't used) which is rather annoying.

No messy nonsense here

However, by and large GP Fax works beautifully. The built in phone book and outgoing call scheduler timer is a real plus. Although there is some expected technical jargon, the manual is

generally clear and concise too. The fully featured Answer port allows you to control GP Fax quite nicely to automate operations and interface it with your other applications. A built in fax viewer including saving as an RTT picture and a fax report logging facility are all included to top off this powerful and no nonsense package.

In conclusion, GP Fax is a top quality product and if you need to fax, you can't beat it for producing the results. Very highly recommended. ■

Mat Gertman

GP FAX V2.3

System requirements:
Any Amiga with 1MB or RAM and a fax modem.

Value for money: 95%
Great despite its expense, the professional facilities better than cheap.
Performance: 95%
Excellent Amiga and other OS support and fast results.
Value for money: 95%
GP Fax is a complete fax solution for the professional desktop.

Our final verdict:
Great quality value tool that performs the task admirably.

86%

OctaMED 6 CD

■ Price: £29.95 ■ Developer: RBF Software ■ Supplier: Weird Science ☎ 0116 234 0682



The Amiga's favourite music package makes it onto CD-ROM with a bevy of mods and samples.



OctaMED is, without doubt, the best all-round music package available for the Amiga. Now it's available on CD-ROM along with over 600Mos of extra files. If you've missed out on the wonders of OctaMED, check out the Welcome to OctaMED panel for an overview of this amazing music package.

In the past, music software has been supplied on floppy disks and to keep costs to a minimum, you are normally supplied with the main program and just a few small demonstration files. Once you start releasing software on CD-ROM though there's ample space to



▲ Hundreds of modules and samples are included on the CD.

bundle just about as many support files as you can lay your hands on. Fortunately OctaMED's developers have an enormous database of song and sample files at their disposal. The OctaMED user group is made up of enthusiastic musicians who regularly supply the database

with new sounds and tunes, and all of this is included on the CD. This means you get over 380Ahrs of modules, 1,200 MIDI files and 1,000 sound samples.

Walkabout

There are some definite highlights in the samples section. You may be familiar with the Walkabout Samples collection, which we reviewed back in July of 1992. We never about there at the time, and they've stood the test of time. Converted from 16-bit originals, these files in a wide range of traditional and ethnic instruments and percussion, including both single hits and rhythm loops. There's also a great analogue percussion section for the dance crowd. Lots of samples from the user groups' members and a section dedicated to samples from Urban Sketchbook also feature on the CD.

As for the modules, these are sorted into named areas, as many of the group members have supplied a number of modules each. I even found a few of my old 'classic' modules on there! The variety and sheer number of modules is enough to keep anyone going for months on end.

SoundStudio

There will not be an OctaMED 7, – instead programmer Tejo Kinnunen is transforming the program into something new called SoundStudio. Based around



▲ The CD also includes a great version of the forthcoming 3D channel SoundStudio.



▲ You won't find a better value music package.

OctaMED 6, SoundStudio will offer 32 channel sample playback on a standard Amiga, along with a completely new notation editor. You've got an idea of what's to come for the demo version that's included on the CD, although it's still in its embryonic stages, so don't expect a radically different program.

Conclusion

This is one major music package, and although it's certainly not to everyone's tastes, you'll find if you'll like it, you'll love it. If you are using both Amiga samples and at least MIDI good it just can't be better, especially if your passion for dance music. Now that you've got a complete sample library with the program, along with hundreds of modules to enjoy and learn from, it's even better value than ever before! If you have a CD-ROM drive and are interested at all in making your own music, this is an essential purchase. ■

Tony Hoogen

Welcome to OctaMED

What makes OctaMED 6 so much better than anything else is the extreme flexibility and power it offers. While many musicians use it mainly as a four channel sample sequencer, it's quite capable of playing up to eight Amiga samples and seamlessly combining MIDI sequencing with four channel sample playback.

OctaMED is a complete music production package, and even has its own sampler and sample editor built in. This encourages spontaneous sampling and sequencing as they and means that you don't need to use a dedicated sampling program. However, if you do want to run another audio application in the background, there's even an option to free up the audio channels to allow this – a use if not unique option. For those times when you need to write a tune that uses very little memory, OctaMED also supports the use of synthetic instruments. These are limited in their use but take up far less RAM than samples.

Recent additions to OctaMED include support H&B's 12 bit Auro sampler and Means Systems's 16-bit hard disk sampler Tausite. The revision on the CD even has improved Tausite playback features that have been updated since the original floppy release of version 6.

Along with a massive following in the amateur sector, OctaMED has also proved its worth in the world of professional music production, and has been used to create quite a few successful records, most notably on the underground dance scene.

OCTAMED CD-ROM

SYSTEM REQUIREMENTS:
Minimum 14, 1MB RAM, 30-MHz Amiga

FEATURES:
• 32 channel sample playback
• 1,200 MIDI files and 1,000 sound samples

PRICE:
£29.95 (incl. VAT)

REVIEW:
Excellent for all music-makers with CD-ROM drives.

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FourSquare HD Disk Drive

■ Price: £89.95 ■ Developer/Supplier: Brian Fowler Computing ☎ 01392 498755

We give a snazzy new black High Density floppy drive a spin.

Floppies (DD and HD) deserve to become obsolete. They're slow and expensive per megabyte compared to new storage methods but they have one thing on their side: they're cheap. So until Zip drive new devices become cheap enough to be supplied as standard with every machine, we'll have to live with the old floppy for a while yet.

Measly DD

High Density (HD) floppy drives are standard issue for every other computer platform on the globe, with a storage capacity of 1.7MBs per disk. However, apart from the original A4000 and later models of the A3000, all Amigas came fitted with what is now regarded as a measly 800K floppy drive, rather unfortunately termed Double Density (DD). This is because HD drives spin at twice the speed, which is too fast for the Amiga's spring disk-holder Paula chip—terrible engineering since Paula is 10 years old.

Previous HD units, as found in the Commodore A4000s for example, were actually special expensive custom mechanisms that spun at half speed. Amiga Technologies couldn't source these drives again so even the amazingly expensive A4001T doesn't have an HD drive any more. Power Computing solved the problem by using a standard HD mechanism and integrating some special buffering electronics into their Power XL drives. However, this made them larger,

more expensive and a software patch is necessary to write enable the drives.

Sexy black

Brian Fowler has also come to the rescue with the FourSquare, a new HD drive that, like those in the Commodore A4000, consists of a half speed HD mechanism. This means no extra electronics and no software patch. However the best is yet to come: it's absolutely tiny, it's height is only about the equivalent of three floppies! As if that wasn't enough, it sports a sexy rough black finish that's just gorgeous to behold. If we wanted a score for looks, this drive would be a "100per". If you thought the Zip drive looked smart, check this out.

It's simple enough to use. Enough to spin a disk you need to exert a fair bit of force to the slider on the top but the drive sits on a rubber feet with a good grip.

Problems

I'd imagine that most potential purchasers of the FourSquare HD drive would be interested in it so that they can read and write PC and Macintosh HD disks, although hard disk back-up is another possible use.

Unfortunately HD disks formatted via CrossMAC or SuperDisk seem to be incompatible with real Macintosh drives. That's a very serious flaw indeed! If Macintosh emulation is your thing, Brian Fowler said that it would work with the Emuland Mac emulation card.

There are a couple more minor negative points though: one is



▲ This is one sexy looking drive: it's compact with a nice black finish.

that the drive has no pass-through port so it'll have to be the last drive in your chain if you already have an internal unit. The reason is that it's supplied with a special cable that goes from the Amiga into a socket on the rear of the drive. The plug is actually a piece of circuit board which is necessary because a standard drive plug just would not fit. It has "feet" etched in the plastic head of one side of the plug to make sure it goes in the right way but it is likely to cause long term problems with repeated connection and disconnection, not least if you accidentally plug it in upside down. It's probably not a good idea to use this plug to disable the drive. Another drawback is the lack of a double switch either. Then again, why disable it?

I found the FourSquare to be a good drive but 80% of my own use of HD drives is swapping disks with the Macintosh so it's usefulness was seriously impaired in this respect. However, it works faultlessly with Amiga and PC

formatted disks, looks sexy as hell and takes up no space to talk of. If you need an HD floppy drive and don't need a pass-through port, disable switch or Macintosh compatibility, I'd recommend the FourSquare. Otherwise go for a Power XL. ■

Mat Bettinson.

FOUR SQUARE HD DRIVE

SYSTEM REQUIREMENTS:

Any Amiga with Enhanced DMA and others.

Price of unit 25%

HD Plug (the design doesn't fit inside any other)

Performance 25%

A good HD drive for lack of Macintosh compatibility is a serious flaw.

Overall, the drive is 25%

Excellent for what it is but it's the cheapest going.

VERDICT
Workable drive if you don't need the bells and whistles.

85%



UFOs devotees
will love this
selection of
CD-ROMs and
Aminet fans
will too.

CD-ROM Round up

Artworx CD

There's no shortage of graphics and clip art CD-ROMs, so it takes something a bit special to make the grade. This one has been compiled from the public domain, drawing on images taken from demos, slideshows and various other sources. Most of the pictures are 'hand drawn' in a loopy, rather than digitized. The best pictures are those taken from Euro demos, some of which are stunning. There's also a good deal of 3D rendered images. However, much of the content is rather shoddy, drawn in low resolution with very basic techniques. Although there are quite a few different areas on the disc (scenery, people, transport and some of the categories include a disappointingly low number of pictures. This is not the best of CD that is likely to have you coming back to it time after time as a source for clip art and pictures, mainly due to the inconsistent quality of the images. However, Amiga artists looking for inspiration will find plenty on offer, and when you see that it's an idea for under a tenner, it starts to look a whole lot better.

Available from: Weird Science, 1 Rowlandson Close,
Leicester, Leics LE3 2BE. Tel: 01533 234 0662.
Price: £9.99 plus £1 P+P

69



The UFO Phenomenon

Is there anybody out there? According to the testimonies and pictures on this CD there have been countless alien encounters and government cover-ups over the past 50 years or so. The UFO Phenomenon is a collection of text documents and fuzzy alien pictures that include all the best-loved and most famous little green men stories, including the Roswell incident (pictures of a 'dead alien' being dissected during a post-mortem, alien abductions (and then I write up inside a wonderful silver spaceship...), gut-churning cattle mutilations (supposedly carried out by aliens, accompanied by photographs), crop circles and many more.

There's no shortage of text to get your teeth into but considering the capacity of the CD, it would have been nice to see a larger selection of pictures (there are around 60 on the disc). The main bulk of the CD is the written accounts of sightings and experiences, some from members of the US armed forces, which seem to be at the centre of a large number of these stories. Plenty of fun for UFO fans and supporters of Big Brother Conspiracy theories.

Available from: 7 Bit Software,
1st Floor Offices, 3/8 Market
Street, Wakefield, West Yorkshire
WF1 1DA. Tel: 01924 366 062.
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plus 75p
P+P



61

Aminet 9

If you picked up our
November 1995 CD issue
you'll already have at least
one Aminet CD in your col-
lection and if you've got any
space reserved on the shelf
for Aminet 8.

The format is just as
before, with various drawers of archived files that can be
accessed and unpacked from an AmigaGuide document.
There's 5000% of new software since the last edition of the
Aminet series. Each edition has a theme, which means that
along with all the latest software from around the globe, you
also get an extra large serving of software from a particular
genre; this time it's games, and there are nearly 1,000 of
them on the disc. Although most of the data is in com-
pressed form, the AmigaGuide index is set up for automatic
decompression. Where picture files and music modules are
selected, the relevant viewer and player tools are called up
automatically. An essential buy.



Available from: 7 Bit Software, 1st
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Tel: 01924 366 062. Price: £12.99 plus
75p P+P

90

PD Scene

It's a gametastic bonanza in this month's look at what's new in the public domain. David Cassidy tries to burn off those extra Christmas calories by getting busy with this fine selection of low cost goodies.

Motorway Madness game

Construction is the name of the game, as you and three friends can shoot, saw, smash and smelt into each other in this four-player bash. It will run on any Amiga but truly requires an 020 and 1.5 Mb of RAM to make it worthwhile. That said, it's fantastic fun as you vent your frustrations by making each other's cars resemble very large bogies. There are power-ups to improve your chances and three scenarios - forest, hills and plains to play over. The registered version offers computer controlled opponents but I think that option should be available here too, as if you haven't got three masses present then it's all over very quickly!

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA.
Tel: 01983 529594.
Price: £1.00 plus 50p P+H.

78%



Plebs game

Everyone seems to be tracking our platform shoot 'em ups at the moment. This is one of the better examples and plays extremely smoothly. The gameplay is simple enough. Pop around the levels, flick a few switches, hit the baddies along the way and then jump through the exit to the next level. So it's badly groundbreaking stuff, but if you haven't yet had your fill of this stuff then you'll find a few hours of entertainment in it.

There's also the bonus addition of a simple shoot 'em up called Galaxy. Imagine a simplified version of Galaxy and you've got the gist of it.

Available from: Snappy PD, 50 Otford Road, Tilbury, Essex RM18 7HN. Tel: 01375 650 365.
£2.95 including p+p.



73%

Trap 'Em game

The object here is to catch the nardies and blow them to smithereens, collecting gems and bonuses along the way. It's a real hoot, as you've got to be careful to predict where your prey will walk, trap 'em, and then - to the sound of 'the racket' - you blast them to pieces. Ladders and levels complicate matters, and different dudes need different strategies. You can also buy power-ups to aid your quest and play at the arcade using some of the money you've earned. Every five levels sees you take part in a jetpack course, which adds a different twist, and with 3 towers, each containing 10 levels, there's plenty of longevity in this game!

The full version, available from Paul Clarke, the author, for a mere £3.50 - seems outstanding value to me so you'd be well advised to grab a copy of this tester.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA.
Tel: 01983 529594. Price: £1.00 plus 50p P+H.



92%

Penguins game

With only five levels, this demo is a prelude to the full version available from the author, Steven Hayes, for £1. The idea is to guide two penguins to safety by turning switches, smashing blocks, moving lifts, running on conveyors, eating bunnies and avoiding nardies. There's a strong puzzle element, and there are lots of hidden surprises lurking around each corner. If there are enough levels in the full version it should turn out to be a worthy investment. As it is, the demo looks a little, even though the graphics and sound are polished.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA.
Tel: 01983 529594. Price: £1.00 plus 50p P+H.



75%

VChess 3.3 game

There's not a lot one can say about chess, but VChess is a good implementation of it on the Amiga. It can run from your Workbench, and its configuration can be set to your own specifications. Features include think lists, saved games, and replay games, so there's plenty to get your teeth into not to mention the actual games of chess themselves! Think times aren't too long on an OCS machine, although other configurations may differ substantially.

Available from: Your Choice PD, 39 London Road, Chorlton, Manchester M31 3LJ. Tel: 0161 881 0065. Disk No. G4601.

Price:
50p
plus
70p
P+R

80%

Wipeout! game

This parallel scrolling shoot 'em up has the player controlling a small ship which can turn in 360 degrees to seek and destroy the alien craft which roam the area. You can locate them using the radar, but even when they're right next to you the size of the playing screen is a little too small to provide any real chase-and-shoot action. The playing ship is also a little indolent. An interesting foray anyway.

Available from: Your Choice PD, 39 London Road, Chorlton, Manchester M31 3LJ. Tel: 0161 881 0065. Disk No. G4605. Price: 50p plus 70p P+R.



62%

International Golf Demo game

Golf games are inherently complex and this version is no different. Club type, ball path, power, direction and other variables effect the treatment of play. The control system is simple to grasp and you'll soon be swinging and putting with the best of them.

This demo features three holes from the Palms County Club course and gives only five minutes playing time which is a little too limiting. It provides some idea of the full game, also available from Snappy PD for £4.95, which features four complete courses, tournament golf, 64 opponents and up to four players, but it could be better.

Available from: Snappy PD, 80 Ottawa Road, Tibbury, Essex RM18 7RN. Tel: 01276 850006. Disk No. G28. Price: 60p plus 80p P+R.



78%

Frantic Games games

A collection of four games awaits you here. Bomber Jack is, unsurprisingly, a Bombs Jack clone in which you bounce and hover around the screen collecting the bombs and avoiding the satellites. Bomber sees you collecting a bouncing ball from overhead, making sure it bounces on the right blocks and collecting bananas. Both are good games though on AGA machines the control is a little unsure. A puzzle platformer is next, in the shape of Platform as the adventures around a screen-by-screen maze, collecting gems and keys to other levels. Finally there's Soko Dan in which you push blocks into spaces. It sounds simple but becomes ferociously addictive quite quickly.

All the games have good graphics and are presented nicely, but a lack of sound and some klunky controls make Bomber Jack and Bomber a little annoying after a while. Well worth a look for the other two, though.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 525664. Price: £1.00 plus 50p P+R.



59%

Polyworld & Flame games

Polyworld is a Marble Madness clone, whereby you control a gyroscope around an isometric landscape, travelling up slopes, across traverses and being careful not to fall off the edges. Once you've stepped off the areas then the game's finished but with stacks of levels that should take some time! The control system takes a while to get used to but it's an intriguing game to play and perseverance is the key.

If you're in a more frantic mood, then Flame, a Dynamaxxer clone, is for you. You must destroy the blocks in your way, using bombs, to forge a path to your opponent and then blow them up before they get you! The graphics and sound are rudimentary but it's hard to matters, as it's the pace of the action which is important. You can also turn off the game lights so you only see the path around you when you set off some bombs. Two players can enjoy this, although there is a computer-controlled opponent option.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 525664. Price: £1.00 plus 50p P+R.



82%

The Dog's Cogs music disk



Interesting name for a music disk. If acid jazz is your forte then check out this Nerve Axis production for some exceedingly cool sounds. Over three disks you're treated to some absolutely fantastic melodies, that make you just want to kick back, read something psychedelic and forget about work for the rest of the year.

If more music disks were like this, I'd do nothing other than sit around grooving my head off.

Available from: NBS, 1 Chain Lane, Newport, Isle Of Wight PO30 5QA. Tel: 01983 525 564. Price: £1.00 plus 50p P+R.

86%



PD Utilities

Win the lottery, weigh up your odds on the horses, generate fractals and create adventure games with this month's serious PD selection, brought to you by Tony Horgan.

GRAC 2.0 adventure creator

There's a good reason you may recall a game from last month's PD scene called *Return to Zaxx* which earned a respectable 80%. This was created with the Graphics Adventure Creator (GRAC for short), an earlier version of which was previously reviewed in these pages, where it clocked up an astonishing 95% rating!

The idea behind GRAC 2.0 is to give non-programmers the chance to make their own

graphic adventure games, by sampling lookdrops, character emotions, adventure game puzzles and soundtracks using the mouse-controlled font and. Evidently this is a very capable system, one look at the games it has created will prove that. However, it's far from the user-friendly system it could be. The program has been written in AMOS and like many other AMOS creations, gives little help when things go a bit wrong. For example, error messages are in short supply; if a process fails there's often no explanation as to why it didn't work or what you may be doing wrong. The absence of a standard Amiga environment doesn't help its usability either.

This is, however, which is really just another way of saying

cheap commercial software. It comes with an essential 40 page manual although this could be improved by getting straight down to a well-thought tutorial. Perhaps the reviewer of the previous version was deceived by the quality of the demo adventure game, but I don't feel the cumbersome interface is deserving of a 95% mark. Even so, if you are willing to persevere to create your own Monkey Island-style adventure, GRAC is well worth checking out.

Available from: F1
Licenseware, 31 Wellington
Road, Exeter, Devon, EX2
9DA. Tel: 01392 482880.

Price: £8.99
including
P+P

82%



Beginners Guide to Workbench 3 Vol 4 tutorial

You're a new Amiga user trying to get to grips with the machine and its operating system, you could do worse than take a look at this series from F1 Licenseware. Volume 4 concentrates on AmigaDOS, setting bootable disks and the workings of archives. There's a useful AmigaGuide document that explains how the Amiga's disk operating system works and the contents of the main system files. There's an automatic archive extraction tool and a few other bits on there too. Although when you first get your Amiga all of this seems incredibly tedious, the sooner you learn the better. Once you understand Workbench and AmigaDOS, everything becomes far easier, whatever you use your Amiga for.

Available from: F1 Licenseware, 31 Wellington
Road, Exeter, Devon EX2

**AMIGA
BEGINNERS
GUIDE TO VOL 4**



**80%
SOLUTIONS 4**

90DA. Tel:
01392
482880.
Price: £6.99
including
P+P

Winning Way Odds Calculator betting tool

For those who like a flutter but find the maths a bit of a headache, the Winning Way Odds Calculator is here to help. It's a simple mouse-driven program that calculates the amount you would win from placing a specified amount on a horse (or horses) with specified odds. First of all you select the type of bet (single, double, Yankee, Canadian etc) then select the stake money. Next you select the odds and the computer then tells you how much you would win if the bet was to come in. There's no provision for soft-way betting in this version (it's a possibility for future updates though). If a horse racing calculator is what you've after, then you've just found one!

Available from: Nigel Cooper, The Chapel, Aylesham Road,
Folkestone, Norfolk, NR26 0LG. Price: £1.99 plus 50p P+P
E-Mail: nigel@whokickit.demon.co.uk



78%

Pro Lottery 96 lottery predictor

Oh, here we go again with another lottery predictor review. I don't often do the lottery, and I'm not prepared to splash out a packet each time we get a new predictor in the PC mailing, so is this any good or not? Well it's got a neat front end, and comes with a pre-programmed database of all the previous lotto results, plus it employs a range of prediction techniques including the old favourite 'wheeling' trick giving many others. If you're like that woman out of Bookside, this comes highly recommended but don't give up your day job just yet. The unregistered version is available from the address below



for free, just send a blank disk and a SAE.

Available from:
All Price,
16 Lovell Park
Heights,
Leeds LS7 1DR

60%

Vark CLI Utils 10 utility collection

The Vark CLI Utils disk can be a bit hit and miss, depending on your particular definitions of hits and misses. Sometimes volumes may have a stack of tools that are completely irrelevant and seemingly useless to your set-up, but another may include a particularly obscure and invaluable utility that would make your life much easier.

Here for a list of what's on the disk then: **SortDevice** (a replacement for the serial device and a special MCcrom version); **Agascope** (IFF graphics conversion tool); **Reorderer** (allows alternative startup sequences); **SSort** (lets the pointer roam into the hard's); **SSort** (links the hard's); **CheckVol** (checks disk for validation on instant); **Filter** (hand to floppy disk copy); **IM-000** (converts IFFs to IFFs - also 66000 version); **Lightly** (CD-ROM IFF disk on disk activity); **Magi04** (CD-ROM emulator); **HardDisplay** (displays RAM size on startup); **ModemC** (modem status update/refresh tool); **Modem** (calls back modem status changes for modem users); **FAM** (converts Postscript modules and IFF pictures into executable); **PatchTWAS** (graphics speed test); **PatchTWAS** (patch with patch array); **ST** (Atari ST emulator); **Speller** (displays boot text); **TopGIF** (GIF to IFF converter); **TL-000** (all command replacement - also 66000 version); **VCu2FF** (converts WinNT pointer to Amiga).

See anything you fancy? If so, get your copy from the address below.

Available from: Roberts Smith DTR, 150 Falden Way,
Mansfield
Garden, London
NW11 5JE. Tel:
0181 455 1525.
Price: 50p plus
50p P+P

81%

Snatch Pak 7 utility collection

Stop scribbling at the back! This is a collection of seemingly unexamined utilities. They're all on the disk in compressed LZX and LHA archives, along with a curious front-end display for decompression.

If you're familiar with working LZX or LHA from the Shell it's best to bypass the menu on the disk and unpack them yourself.

Here's the selection: **Jiffy Disk** (for designing and printing address and disk labels); **Diff** (an alternative to the AmigaDOS Df and Df commands); **Mount Command** (steals tasks launched from the CLI); **View Checker 7.15** (finds and kills vint); **Wang Pad** (launches programs from a list); **CyberGrab** (screen grabber for CyberGraphix); **Net's Multi Hook** (converts hooking tool); **Editor Enhancer** (tool for AMOS); **TRF** (datatype for loading .TIF images).

Despite the front and this disk has a kind of throw-together-with-little-thought air about it. There are some useful tools here but certainly none I'd consider essential. Others may disagree.



Available from:
Roberts Smith
DTR, 150
Falden Way,
Mansfield
Garden, London
NW11 5JE. Price: 50p
plus 50p P+P

76%

Lyapunov 2 fractal generator

However good you may be towards fractal graphics, they have their uses, and I still get some weird satisfaction from creating an interesting and becoming into an infinite pattern of points and fractal bits. I now share the same feelings. Lyapunov should be a welcome addition to your fractal graphics collection. Lyapunov stands out from the rest because its fractals generally come out as long sweeps of colour rather than the spiral patterns of Mandelbrot and Julia fractals, although the program is quite capable of creating those too.

The biggest render you can create is 640 x 320 pixels in 32 colours. This and a few other limitations hold it back from being much more than a toy if you don't mind waiting longer than average for your results, check it out.

Available from: 17 Bit Software, 1st Floor Offices,
218 Market
Street,
Walsfield,
West Yorks
WF4 1DM.
Tel: 01924
368982.
Price: 45 plus
50p P+P.

80%

Exclusive PD

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04 (01705) 642409



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 Level of resolution: from 160x128 to 640x480.

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 A collection of games featuring pearls and other nautical themes. Includes a special bonus disc with a pearl-diving simulator.

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Payment gladly received in Cheques, Postal Orders, or by Credit/Debit cards. Send to the address listed on telephone enquiries and leave your order details.
 1-3 PD Disks £1.00 each, 4 or more £1.00 each. P&P UK 75p per order, Europe 75p per order + 50p per disk, World 75p per order + 40p per disk.
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Art Gallery

It's amazing what an Amiga, an art package and some creativity can produce. Don't believe me? Here's the proof ...

A Foggy Day ...



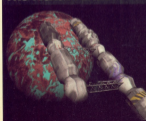
by Stephen Flowers and Joralee Rarson.

Warp Factor Nine



by Mark Adrian Kohn, West Sussex.

The Next Frontier



by Ian Fleet, Durham.

Christmas Cracker



by Jason Jondache, Ulms.

AMIGA

workshop

IMAGINE 3.0 92

Set up and test your workbits as we take you on a crash course of 3D rendering using our expert January Cover disk Imagine 3.0.

AUDIOMASTER IV 97

Tony Hanger gives all experiments in the final part of our AudioMaster IV Cover disk tutorial series, with a few bonus tips for slice-sounding song creation.

OCTAMED 5.04 98

Having only four tracks on the Amiga can be a bit restricting. Follow this tutorial, however, and you can double up to eight!

PAGESTREAM 2.2 107

Getting to grips with a problem that has been troubling many PageStream users (judging by the amount of mail we've been receiving): how to import graphics.

AMIGA E 110

Continuing from last month's lesson on how to create a test-firing tool, we now finish the program out and make it a bit more functional.

DELUXE PAINT V 112

Making photographs cut up at the edges and lots of other fancy magazine effects can be easily recreated with DPaint. We show you how.

COMMS 126

Good manners are essential to getting the best out of the net. Follow our etiquette guide and you can't go wrong.

SUBSCRIPTIONS 120

CJ Amiga Magazine - still the best value subscription in the world. Turn to page 120 now.



Making your life easier is the name of the game in our tutorial section. First you can learn the art of social graces on the 'net, then you can create programs in Amiga E and APress. You can also bone up on some fancy magazine effects in DPaint, catch the final part of our AudioMaster series and learn how to import graphics into PageStream. All this and Alan Dykes gets hot under the collar in Points of View.

FAQ 113

What's all this multimedia talk all about anyway? And what use is it on the Amiga? Only FAQ has the answers.

Q&A MASTERCLASS 114

It's always good to have a back-up. However, sometimes they can take up lots of valuable space. We show you how to send the wheel from the shaft.

Q+A 116

The Robson and Jones of the techworld. Tony and Mat, ever again bring help to worried readers.

BACKCHAT 118

Folk, slender, abuse. It's all here in the section of the magazine dedicated to the readers. Oh and the odd opinion and piece of praise is thrown in too.

POINTS OF VIEW 122

Alan Dykes is angry, very angry. All you software publishers better sit up and take notice of what he has to say. So there!

Imagine 3.0

PART 1

Learning to use a package as powerful as last month's cover disk bonanza can take time, so here's the first part of your crash course in 3D model mastery with Imagine.

The trick of learning how to use Imagine 3.0 is to understand the difference between the many different editing screens. Although each Editor is for a completely different task, many look almost identical and so it can lead to confusion. There are eight different Editors in total, but it is unlikely you will be required to use them all. In fact, a simple scene will only require you to use just one or two.

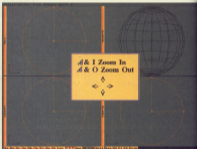


▲ Here are Imagine's eight Editors. To create a simple scene you only need to get together with one or two.

The first Editor you will use is the one which starts almost every session of Imagine: the Project Editor. If you don't want to load an existing project from the title screen, you should select NEW and this will bring you to the Project Editor. It's here that a new project is created and named and any sub-projects (which will contain the images to be rendered) are defined. Creating the project itself is pretty simple: pick a good name which you will remember. While dealing with Imagine you will discover that it sorts file names depending



▲ See how easy the Detail Editor from the Project Editor screen.



▲ In the Detail Editor you can move in and out of the Viewer very easily by simply pressing Right-Arrows if the viewer is 1 and Right-Down if the viewer is 2. Check the scrollwheel above from last month's issue.

on the case (upper or lower), so if you give one project a capital letter to start with, stick with it.

For the moment, let's skip directly to the Editor in which you will probably spend most time: the Detail Editor. You can reach it from the Project Editor screen either from the pull down menu or by pressing Right-Arrows and 2.

The Detail Editor is where simple objects can be created and existing ones manipulated. It's here where the object's 'attributes', textures, mappings, physical properties can be defined. You can alter its shape from here as well. It's also possible to preview each change you make by rendering the object quickly by itself.

It is vital that you remember that the Detail Editor is not where you position or animate objects. The Detail Editor is for dealing with the appearance of objects on an individual basis.

Ditch the cow

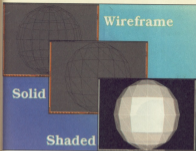
Rather than play with the Cow object again, let's create one for ourselves from scratch.

Although Imagine likes to deal with objects as though they were constructed from triangular facets, you can also create objects by adding together primitive shapes.

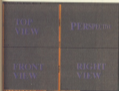
Use the third menu, along (CONSTRUCT) and find the ADD item. You will see another menu appear: Selecting SPHERE and Imagine will then create a ball-like object for you.

You should now experiment with the cursor keys to see how you can move the object around the screen. You are actually moving your viewpoint rather than the object, but the effect is much the same. Click with the left button in each of the grid windows in turn and then press the cursor keys.

Notice the interaction between the three views. You can also Zoom in and out of the display by pressing Right-Arrows if the zoom



Wireframe, solid and shaded displays of an sphere. What can it go on?



A 4-View Editor is where you can see other appearances of objects. You use IFF buttons to create objects here.

and Right-Arrows O for zoom out).

You will notice that the sphere in the perspective view is a wireframe image: in fact, you can see right through it to the other side.



After clicking the Solid button, when you view the sphere in the Perspective view, it's rendered in 3D for you.

Wireframe

Solid

Shaded

If you want to see what a solid sphere looks like, use the second menu (DISPLAY) to select the item SOLID. The sphere will redisplay. There is a third display type called SHADED. This will look the same as SOLID until you go to a dedicated Perspective display. To do this, click on the vertical bar on the Perspective window where it says "PERSP". You can return to the main view by clicking on the left-hand side of the screen. This special one-view-only display works for the Top, Front and Right views too. Return to the normal, four-view display and look at the Perspective window. Under the "PERSP" text are some buttons marked A, Z and T. If you click on A and then move

the mouse around whilst holding down the left mouse button you can spin the object around to look at it from any angle. Hold down the right button as well, and you can rock it from side to side.

The Z button stands for Zoom and you can use it to make the object larger or smaller. The P button allows the perspective to be changed, a bit like using a wide-angle or telephoto lens.

There is the more view mode which can be used: Quick Render. You'll find this in the first menu towards the bottom. When you select it, the view in the Perspective window is rendered in 3D for you. If you render our sphere you will notice it looks extremely dull and boring; this is because we have yet to add any features or adjust any attributes; more on this later.

All change

Now that we can alter the viewpoint of our object, let's change the object itself. Before

Converting IFF Images is easy

Imagine can convert simple IFF images into models, which you can then manipulate like any other object. Using the CU Amiga Magazine logo, I used the menu item CONVERT IFF ITEM from the OBJECT menu. This created an object which could be given some thickness with the MOLD/EXTRUDE tool.



Converting IFF images in this way is easy, but it has drawbacks. If you try to convert an image which is too complicated the procedure will fail; try to keep to two-colour outlines. Curves will not be converted well, and some objects can be too large and cumbersome to deal with easily. However, this is still an ideal way to quickly convert logos and other images - you can always edit the shape later.

you can manipulate an object in Imagine, you must first select it. This is because there may be more than one object on the screen at once. In this page we only have one sphere, so to select it press F1. It will change colour so you know it has been chosen. If there was more than one object on the screen, you would have to either pick the one you required from a list (Right-Arrow F) or cycle through them (Right-Arrow R) all in turn before pressing F1.

The right tools ...

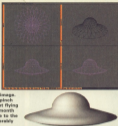
OK, so with the object highlighted you are now free to manipulate it. The most important tools are all at the bottom of the main screen and are as follows:

On: Rotate. Click on this and you can spin the

Flying saucer

There are actually two types of sphere primitive; the first is available directly from the **OBJECT/ADD** menu, the second from the **OBJECT/ADD/PRIMITIVE** menu. The first sort is dealt with more accurately by *Imagine*, although as we saw it refused to re-draw the wireframe image in anything other than its original shape.

Using the second type of sphere (which is a collection of facets, rather than a special primitive in its own right) we can manipulate the image. Here, I've used the taper and pinch tools; the result is an excellent flying saucer model. We'll see next month how to add colour and texture to the model to make it look considerably more realistic.



▲ The use for flying saucer with the various shape during each time: 1.1.1, 1.1.2, 1.1.3 and 1.1.4 you could end up with something like this.

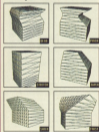


▲ How will by creating a sphere with some objects from the Object menu. (left) can also happen ...



▲ Render for a few images. It's a 3D scene perhaps for next month will be looking at how to make objects more realistic.

Manipulation tools



The six black and white images (Far left) band, pinch, stretch, taper, shear and twist) show what happens to a simple cube when it is subject to the various manipulations available with *Imagine* 3.0. The more facets which are used to build the cube, the smoother the bands in the object will appear. Incidentally, the cube was formed by using the extrude tool on a Primitive plane object. The abstract object (left) was



formed from simple primitives which had been altered with the manipulation tools. Notice the jagged edge as one shape intersects another: this is a consequence of the objects being constructed from facets.

object. Click on the R, Y or Z button to select the axis you wish to rotate the object around. **M:** Move. Re-position the object. By default all three axis buttons are ON; click the OFF button and you can limit the movement so that only sideways or up and down motion is permitted. This makes it simple to line-up objects. **S:** Scale. Adjust the size of an object. Again, the three axis buttons allow you to alter the shape in certain directions only: this makes it easy to stretch or shrink an object. **T:** Twist. **S:** Shear. **T:** Taper. **P:** Pinch. **B:** Bend. **S:** Stretch. These tools alter the shape in particular ways; the best thing to do is to try them out

for yourself to get a feel for how they work.

Smooth: Smooth. When turned on this will smooth off angular edges after deformations. **X,Y,Z:** The Axis buttons used to limit motion or define the axis about which rotations and deformations occur.

ON: Confirm a manipulation to make sure it stays permanent.

Can: Cancel a manipulation.

If you play with these tools and our sphere you could end up with something like the picture to right (the rendered image has been copied into the screen shot after the event, you won't see *Imagine* render like this normally.) Notice that the Sphere as created is a

special primitive as far as *Imagine* is concerned and although it will be rendered properly, the wireframe outline will not appear to be altered. This will not happen with other shapes.

Try experimenting with other primitives too which are available from the **Object/Add** menu. You should now know enough to create a simple scene and perform a quick render. Next month we'll see how to alter the appearance of the objects to make them look a lot more realistic. ■

John Kennedy

GENERAL INFORMATION									
NAME	ADDRESS	CITY	STATE	ZIP	DATE OF BIRTH	DATE OF DEATH	DATE OF BURIAL	DATE OF CREATION	DATE OF MODIFICATION
JOHN DOE	123 MAIN ST	ANYTOWN	CA	90210	1950-01-01	2000-01-01	2000-01-01	2000-01-01	2000-01-01
JANE DOE	456 MAIN ST	ANYTOWN	CA	90210	1950-01-01	2000-01-01	2000-01-01	2000-01-01	2000-01-01
EDUCATIONAL									
NAME	ADDRESS	CITY	STATE	ZIP	DATE OF BIRTH	DATE OF DEATH	DATE OF BURIAL	DATE OF CREATION	DATE OF MODIFICATION
JOHN DOE	123 MAIN ST	ANYTOWN	CA	90210	1950-01-01	2000-01-01	2000-01-01	2000-01-01	2000-01-01
JANE DOE	456 MAIN ST	ANYTOWN	CA	90210	1950-01-01	2000-01-01	2000-01-01	2000-01-01	2000-01-01
ADDITIONAL INFORMATION									
NAME	ADDRESS	CITY	STATE	ZIP	DATE OF BIRTH	DATE OF DEATH	DATE OF BURIAL	DATE OF CREATION	DATE OF MODIFICATION
JOHN DOE	123 MAIN ST	ANYTOWN	CA	90210	1950-01-01	2000-01-01	2000-01-01	2000-01-01	2000-01-01
JANE DOE	456 MAIN ST	ANYTOWN	CA	90210	1950-01-01	2000-01-01	2000-01-01	2000-01-01	2000-01-01
SPECIAL FEATURES									
NAME	ADDRESS	CITY	STATE	ZIP	DATE OF BIRTH	DATE OF DEATH	DATE OF BURIAL	DATE OF CREATION	DATE OF MODIFICATION
JOHN DOE	123 MAIN ST	ANYTOWN	CA	90210	1950-01-01	2000-01-01	2000-01-01	2000-01-01	2000-01-01
JANE DOE	456 MAIN ST	ANYTOWN	CA	90210	1950-01-01	2000-01-01	2000-01-01	2000-01-01	2000-01-01

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Sound Lab

Audiomaster IV

PART

3

Open your mind to the abstract wonders of experimental audio techniques in the final part of our AudioMaster IV series.



Before you use the real-time effects, set the sample rate to maximum for the best sound quality.

Are you content with using standard sounds and working methods in your soundtracks? It's the easy option, but you'll never stand out from the crowd using preset sounds and an 'on-the-belt' technique. To carve yourself a unique style, or preferably a range of unique styles, you have to be prepared to experiment and use your imagination. Let's face it, if the TB 303 was only used as directed in the manual it's a replacement for a humanless guitarist we'd never have had the acid house phenomenon and today's thriving dance music scene that it spawned.

So, if you want to tickle the two global music resolutions, get your experimental head on and start digging into the hidden depths of your audio equipment.

Distort echoes

Audiomaster has an incredibly useful real-time effects section. At first these may just seem like a bit of fun but they can actually be very useful. The Realtime Echo Delay feature from the Effects menu is of particular interest to makers of aural weirdness. As

you probably know, echo effects are normally used to add ambience to vocals and melodies. The original signal would be passed through the effect via an 'effect send' output from a mixer, and then the echoes would be mixed back with the original signal via the 'effect return' input on the mixer. Many of the most basic audio mixers have at least one effects send and return. Check to see if yours does and give it a try. When using the echo effect it's normally best to turn on the Amiga's low-pass filter.

Filter through

Professional effects units usually work in 24 or 32 bits, while the Amiga is limited to 8 bits, and as a result the echo effects can get a little noisy. Turning the filter on will clean them up but also take off the top-and-bass frequencies of the sound. You should also remember to set a high sample rate from the Sampler window, as this rate is used for the effects. Choose at least 25,000Hz or ideally as high a rate as possible. This will give you cleaner results with extra clarity in the top end of the spectrum.

Hang on though, that's hardly

'pushing the envelope' of modern music is it? One way to get some really spooky sounds out of your Amiga is to pump a continual stream of sound through the echo effect, with the decay control set to three or less. If you have any cheap old synthesizers or other redundant instruments, try playing or sequencing a series of notes and effects through the echo. The extra long decay time of the echo will mean that all the separate sounds will repeat over each other, gradually fading into the distance, creating strange rhythms as they bounce off each other. While this in itself may not be particularly musical, when combined with basses and basslines provides a lush sonic backdrop, abstract enough to bring all kinds of images to the mind's eye.

Another good source for these effects is sample CDs. Get hold of a good sound effects CD and flick randomly through the tracks. Alternatively, connect a microphone to your sampler and make silly farts, sneezing and wailing noises, then listen as they combine to make a mutating nightmarish sound.

You should also find a neat little program called *Distort* on one of this month's cover disks (at the time of writing the cover disk contents are not confirmed so don't quote me on this). This will do much the same thing from your Workbench.

A bit distorted

Sampling clean realistic sounds is an essential step towards professional music success, but it's also good fun to see how much you can distort a sound from its



Use high decay rates for abstract echo effects.

original form whilst keeping it useful in a musical context. The simplest way to distort a sound is to crank the volume up so that the waveform 'clips' on the top and bottom. This introduces hard sounding frequencies where the waveform takes a sudden change of direction, and works particularly well with analogue synth sounds. Those with access to the Amiga may like to download an *CostaMIDI* module of mine in the *MusicTectra* section called *Sixteenbit* which contains a few examples of analogue synths distorted in this way.

Once you have overdubbed your sample, try distorting it further by running it through some filters. Boosting certain frequency bands can bring out hidden properties in the sound, and muting other frequencies can lead to similarly interesting results.

Tony Horgan

That's your lot
That's it. This is the final **Audiomaster** tutorial. If you have some music tips you'd like to pass on to other readers and get your name in print at the same time (big deal, I know, but it should impress your grant), then send them in to me at Sound Lab Tips, CU Amiga, 30-32 Farringdon Lane, London EC1R 3AJ.

OctaMED 5.04

PART 4

Find out what stuff MIDI is made of and it can help you get around those four-track blues.

So, after several months of hard work, we're getting pretty profound at this old music-making lark. We've been using samples as instruments, and they're great, you can create any sound you like. However, the fact that the Amiga only has four tracks makes things a little limiting. It's time if you're organised, you could stick to putting, say, a beat on track 0, a bass line on track 1, strings or choir on track 2, and a melody on track 3.

But there always comes a time when you think, "Gosh, there goes my last track". Well, you've got two options. You can switch to 5, 6, 7 or 8 channel mode (see box-out bottom right on page 109), which uses a nifty video-trick to squeeze more tracks out of even the most humble Amiga. The best solution, however, is to ditch the Amiga's

eleven-year-old sound capabilities altogether and go for a MIDI keyboard.

Radical? Not really. MIDI keyboards are getting cheaper all the time and the expense further reduces if you buy secondhand. You can use OctaMED with any device with MIDI IN and MIDI OUT sockets, but you'll also need a MIDI interface (about £25 from many CU Amiga Magazine ads) and two MIDI leads, each at least two metres long.

Right. Assuming you've bought the necessary goods, here's what to do...

Making the right connections

The hardware bit first. Connect your MIDI interface to your Amiga's serial port. Then using the two MIDI leads, connect the interface's MIDI IN socket to your keyboard's MIDI OUT socket and the interface's MIDI OUT to the keyboard's MIDI IN. Make sure

4CH M1

P1010 1 ☐ Express Default
Preset 1 ☐ Extended Preset

Click Inst Params, and in this window find the MIDIChn and Preset sliders. Each MIDI instrument (piano, guitar etc.) must have a MIDI channel and preset set. The preset is the number assigned to the instrument by the keyboard. For example, most keyboards assign number one to a piano sound. Check your keyboard's manual for this.

MIDI channels are a bit like Amiga sound channels, except there are 16 of them instead of four and one channel can play more than one note at once (as long as the notes are played by the same instrument). For songs using few instruments, it's easiest to give each instrument a different channel number. You can assign any instrument any number, but with most keyboards percussion sounds should have channel 10 and preset 0. (A preset of 0 uses the keyboard's default preset for the given channel.)

Now we're ready to rock 'n' roll

So let's do it. Make sure your keyboard is transmitting and receiving on all channels (your manual will show you how). Now let's set a piano sound. Move the MIDIChn slider to (say) 1, and the Preset slider to 1 (assuming your keyboard's instrument number 1 is a piano). You also need to slide Vol up to 64 and to type "Piano" into the Name box (well, you don't really have to name instruments,

How does MIDI work?

Rather than carry sound MIDI leads transmit information which can be used to play notes, turn on special effects and do everything that MIDI can.

For example, if OctaMED wished the keyboard to play a certain note, it would send a "switch note on" message (together with the note's name and volume) through the interface's MIDI OUT socket to the keyboard's MIDI IN. To stop that note playing, OctaMED would send a "switch note off" message at the appropriate point.

OctaMED can also send messages for "pitch bend" (pitch sliding obtained by moving the keyboard's pitchbender sideways), "modulation" (usually obtained by moving the keyboard's pitchbender upwards), "aftertouch" (again usually obtained by pressing a key down more firmly than when it was initially struck), and many more.

Most modern keyboards are "polyphonic" and "multi-timbral", meaning they can play more than one note and instrument at once. If your keyboard allows you to change the MIDI "mode" (whether or not the keyboard should be polyphonic and/or multi-timbral), set it to mode 3.

MIDI

MIDI Active	A1
Input Active	A10
Input Channel...	A1
Ext Sync	A1
Send Sync	A2
Send Active Sensing	A3
Send Out Input	A4
Read Key-Up's	A5
Read Volume	A6
Reset Pitch/Presets	
Send MIDI Reset	
Send Local Control	D
Note Killing	D

they're the right way round or there'll be problems! Back to OctaMED. To enable the MIDI capabilities, select MIDI menu => MIDI Active. An "M" appears next to the Inst Params button (don't now dare to confirm this). Now you need to tell OctaMED which of your keyboard instruments you'd like to use.

Inst Params M

Vol 64

but it's been if you do. Please don't forget to slide the volume to 64. I've lost count of the number of "Help me Ed, my speakers aren't working" phone calls I've had... Press the F1 key to select keyboard octaves 3 and 4, then

86 NRM

34

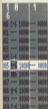
C D < > Set Clr

by playing notes using the Amiga's keyboard. Your MIDI keyboard should be making lovely piano noises. If not, check that everything's correctly connected (see first paragraph) and make sure your keyboard's set up to receive on all channels (your manual will give you clues).

Now select **Instrument 02** (Shift+right=1) and set this to **Drums** (channel 16, preset 3 unless your manual says otherwise). Remember the Vol slider and Name box too. When you've done, close the window for now.

Even more tracks

Next we'll increase the number of tracks in the block. Select **Block menu** -> **Set Properties** and drag the **Tracks** slider to 16.



Wow! Trouble is, it's now near enough impossible to read the notes, so select **Settings menu** -> **Display Max Tracks** -> 8. The block still has 16 tracks, but only 8 are now displayed at once. OK, the moment of truth - let's try recording. First, choose **MIDI menu** -> **Input Active** and switch **Edit mode** on. Now select the piano instrument (01), then start the block playing using **Play Block**. Play anything on the MIDI

What are MIDI's main features then?

Many features are contained in the MIDI menu. By selecting **Input Channel**, you can tell DenebMIDI to only enter notes played on a particular MIDI channel; this is especially useful for certain budget Yamaha keyboards with annoying habits such as the PS0-700. This fixed Ray-Mo's to control the exact length of played notes and select fixed Volume if your MIDI keyboard is touch-sensitive.

You can use MIDI instruments on all 64 possible tracks, and you may also use Amiga samples and MIDI instruments on the first four tracks. You can add MIDI instruments to the sample list using the **Sample List Editor's** Add button, saving you from fiddling with the **MIDIChn** and **Preset** sliders every time you want to use MIDI. It's best to create an imaginary directory for them since they aren't actually loaded from disk.

Some player commands work differently when used with MIDI. For example, types 01 to 03 control the pitchbender, 04 the modulation wheel, and 06 the sustain location (sustaining). To change a MIDI controller, use types 05 and 09: set the controller number with 05, then set its new value with 09.

You might want to use DenebMIDI's alternative method of setting the tempo: **Beats Per Minute**. Click on **BPM** (inside the tempo slider) to select this mode. The tempo slider controls the number of beats per minute (just like a metronome). For example, a value of 60 is one beat per second. The other slider controls the number of beats per beat. For example, '8' means that eight times are considered as one beat.

keyboard, and click **STOP** when you've finished. Click **Play Block** again to play back what we've just recorded.

Let's get the messy bits sorted first

Does it sound a bit of a mess? If you played any chords while recording, the notes of the chords will be played one after the other rather than together so it will sound a bit jumbled together. Switch **Chord** on (just below **STOP**) to rectify this. Also, it's very difficult to keep in time because there's no percussion track. So let's make one. Move to track 2, select instrument 02, and build a drum beat using your MIDI keyboard. Just a bass drum every fourth line will do for now.

Now try recording again (use **Track menu** -> **Go** to clear any tracks that need clearing). Should be much easier now. If you'd like a four-beat introduction before you start

recording, press the **FB** key then **MIDI Cont Block** (or press **Alt-Space**).

One of the problems with using MIDI is that you're constantly moving from your Amiga to your MIDI keyboard and back again. Wouldn't it be nice if you could control DenebMIDI features (e.g. **Play Block**, select new instrument) simply by pressing keys on your MIDI keyboard?



Well ... you can! You'd never have guessed! Firstly, enter your keyboard's top row notes into the block, and make a note of their names (they might be e.g. G-4 and C-7). Next, select **Display menu** -> **Input Map Editor**. In this window, click **Create New Map** and switch **Map Active** on. Now drag the small scroll bar downwards until the list displays your two top notes.

Click on the second-top note, then click **Select Function**. This small window shows a list of all the functions you can assign to each note. Drag the scroll bar until you see **Next** and click on it. Now try pressing the note which is second from the top: you should see the current instrument number increase. Next or what? Assign your top note to **Play Block** in the same way, then close the **Input Map Editor**.

Now get on with it yourself

That should be enough to get you cracking with MIDI. Admittedly, it's MIDI support isn't the best (as it's primarily a sample sequencer), but you can certainly obtain great results with patience.

Next month in my final tutorial, we'll attempt to demystify that love-to-hate beast, the synthetic sound editor. ■

Ed Wiles

Beef up your track numbers - the easy way

There is an easy way to get around the limitations of your Amiga just having four tracks. The 5, 6, 7 and 8 channel modes allow your Amiga to play up to eight samples at once. To use these modes, firstly increase the number of tracks to 8, 7 or 6 (using the **Block Properties** window as with MIDI). Next, select **Song menu** -> **Set Options**. On the left of this window, click on the appropriate

channel mode button. Click **Wave** in the requester, then close the window.

Unfortunately, it's not as simple as it sounds and you'll notice some side effects pretty quickly. The volume of all samples halves to minimise distortion. There's a different method of setting the tempo: you can only use values 1 - 16 with the longer slider. And the quality decreases: try selecting **High Quality Mode** in the **Song Options** window (if you have an ASIO or ASIO, this will only work in 8 or 6 channel mode).

For best results, however, you shouldn't use more channels than you need. If, for example, your song doesn't use more than six tracks at once, you should select 6 channel mode (instead of 7 or 8 channel mode). This gives you two high-quality tracks to play with, too (tracks 3 and 4).



Pagestream 2

PART 4

In our final look at PageStream we cover how to import graphics into this excellent DTP package.

Importing graphics into PageStream seems to be the subject of many queries we've received over the last few weeks, all of which we hope to clear up in this month's final PageStream tutorial.

PageStream works with two different types of images: bitmapped and structured. Within these categories the program supports a number of graphics formats including EPS, GIF and TIFF for bitmaps and PostScript and Illustrator for structured drawings. You'll find more import filters (file loaders) in the *Image* dialog and CD-ROM from the November issue of CU Amiga Magazine, expanding the program's support to PCX and QIF among others. These filters need to be put into PageStream's Drivers drawer. Once you've got them in place you're ready to test just about any image you like. However, there are a few potential pitfalls along the way, so we'll go through the procedure's step by step.

Importing graphics

To import an image, no matter what the format, choose *ImportGraphics* from the *File* menu. A requester will appear for you to choose your image. Select the image and then click *OK*. The next panel you will see, is the 'Choose Type' requester.

Although PageStream 2 automatically selects the correct filter

for the image you are using, you still need to choose a number of other attributes for the image. These attributes differ depending on the format of the image. We'll take a look at those for EPS, GIF, and TIFF.

In the 'Choose Type' panel you'll find two drawers. There are two options in the left list: one is EPS-ILBM PAL and the other EPS-ILBM NTSC. Readers in the UK should choose the PAL option by clicking on the EPS-ILBM PAL filter. Those of you in other countries would choose either EPS-ILBM PAL or EPS-ILBM NTSC depending on the television display format used in that country. Australia would be PAL, while the US and Canada would be NTSC.

The other list asks whether the image is to be imported as an Object or as a Picture Window. The easiest one to choose is Object. If you select Picture Window, a separate window is created with your picture inside it, which some people might find unnecessary. You can then select the area of the image you want to import, copy it to the clipboard and then Paste it into your document.

Pasting down

If you load the picture as an object, you'll see the pointer change into a black square. The same will happen when you come to paste your selected area if you choose to load as a picture window. Now you can do one of two things. If you just click anywhere

on the page, the picture will be pasted down at its original size. However, you'll normally want to scale your picture to fit the layout. In this case, hold the left mouse button and drag out the area you want the picture to occupy.

When you release the button your picture will be pasted and scaled to fit exactly in the box.

If you import something other than an EPS-ILBM, the 'Choose Type' requester will display more options. For example, with ProDraw clip you'll see two options in the *As* list: *Clip* or *All Clips* and the other the name of your clip. ProDraw allows you to save more than one clip as a single file. If you have saved more than one clip in the file, there will be a list of all of them.

To place the image onto the page, click *OK* on the 'Choose Type' panel and then click the left mouse button once on the page. The first thing you'll notice is that unlike bitmaps, the colours in the drawing will be displayed on-screen, providing you have PageStream set up to run in colour. More interesting is the fact that a structured drawing in



Structured drawings in PageStream can be 'imported' and the differences should also be necessary. See picture below right.

PageStream can be broken up into its different components.

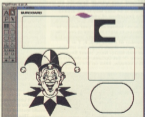
Taking the example of a clip of a Eurocard symbol, all the pieces that go to make it up can be 'ungrouped' and removed from the image and/or changed in some way. For example the text can be stretched or the colours changed. This is only possible with structured drawings.

Text runaround

Once you have a bitmap picture on the page it can be made bigger or smaller by dragging the handles that surround the image. You might also like to mix a picture with some text and have



When you import a graphic which has multiple one or more drawings, you can use the drawing you want to place on the page.



Here we have the picture which has just been imported. You can now click on the different components and alter them if you so desire.

Amiga E Tutorial

PART 2

Things are getting tricky now. E-strings and exceptions are called into play when we start to build on the GUI that we created last month for our text finding program. Don't worry though, follow our tutorial and all will become clear.

Last month we built a simple GUI for our text finding program. This month we are going to flesh it out a bit and build the core part of the program that will work with the GUI. This will involve using a lot of different system functions, objects and features of Amiga E such as E-strings and exceptions. These topics are applicable to any version of the Amiga operating system.

The first thing to do is construct a function to scan all the files in a directory. The directory in question will be supplied by the user in the 'other' gadget. So, we need to first find out whether the string actually does refer to a directory. The DOS library function 'Examine' will tell us this by filling in a 'findinfo' for FIBs, but to use 'Examine' we need a lock. The basic structure (omitting the error checks) is therefore as in **example 1**.

The definitions of ACCESS_READ, DOS_FIB and 'findinfo' come from the module 'tools.h', so this module must be included in the 'MODULES' line of the program. As you can see, the 'directory' element of the FIB tells you whether the file that has been examined is a directory or not. Positive and zero values mean the file is a directory and all other values mean that it is an ordinary file.

Now we know we're dealing with a directory we can start a scan of all the files in this directory using the DOS library function 'lsfind'. This uses the FIB we've just set up using

'Examine' and the same lock, and it returns 'FALSE' when there are no more files left to examine or an error occurred. The outline of this code is in **example 2**.

However, this is not quite the whole story: the 'file names' is obviously relative to the scanned directory, so in order for any 'scanfile' function to work properly the current directory must be the directory being scanned. To change directory you need a lock on the directory (which we have), and you are required to change directory back to the original directory when you've finished. An outline of the required change can be seen in **example 3**.

Searching for a file

Now we can get on to the main part of our program: searching a file for the 'finder'. To read from a file you need to open it using the DOS library function 'Open'. Then we can read a line at a time using the E function 'ReadStr' with a sufficiently large E-string. Once we've finished with the file it must be closed using 'Close'.

See **example 4**.

The small function 'isreadable' simplifies the process of checking whether anything has been read from the file: a partial line may still have been read even if 'ReadStr' returns -1. The constant 'BUFFER_SIZE' must be large as this is the maximum number of characters that will be considered a single line. If a real line is bigger than this then it will be read as if it were several smaller lines, so nothing is actually lost.

Once a line has been read it is very simple to search it. All we need to use is the E function 'Index'. If this returns -1 then the search failed so a suitable 'find' function is:

```
PROC find(a) IS (a:char*, findstr) :- 0
  Assuming the definition of a reporting function,
  the body of the above 'WHILE' loop would
  therefore be as in example 5.
```

Reporting findings

When we find a match we want to add it to the scrolling list. To do this we need to finish the 'LIST' gadget of the GUI. What we need is a standard 'Exec list' to hold the list of values. The Exec list object 'lv' is defined in the module 'execobj' and it is basically a doubly-linked list of nodes ('lv' objects, defined in 'execnodes').

```
DEF scrollList:PPB TO lv
  This declares 'scroll' to be a pointer to an Exec
```

Example 3

```
PROC scanDir()
  DEF lock, oldlock, ...
  lock:=lock(a, ACCESS_READ)
  -- Change directory to the lock
  oldlock:=CurrentDir(lock)
  -- Examine and scan directory...
  ...
  CurrentDir(oldlock)
  -- Back of clean up...
  ...
  ENDPROC
```

Example 1

```
PROC scanDir(a)
  DEF lock, fib:PPB TO findinfo:lock
  lock:=lock(a, ACCESS_READ)
  fib:=a:all:lock:findinfo(FIB_FIB, FIB)
  Examine(lock, fib) IF
  fib.directoryType=0
  -- It's a directory...
  ELSE
  -- It's actually an ordinary file!
  ENDIF
  ENDPROC
```

Example 2

```
WHILE lock(a, lock, fib)
  IF fib.directoryType=0 THEN scanFile(fib, lock)
  ENDWHILE
```

Example 4

```
PROC scanFile(file)
  DEF fb=FILE, buffer(BUFFER_SIZE):string
  fb:=open(file, READ)
  WHILE isreadable(fb, buffer)
    -- Try to find finder in buffer...
    ...
  ENDWHILE
  Close(fb)
  ENDPROC

PROC isreadable(fb, a)
  IF ReadStr(fb, a) > -1
    RETURN TRUE
  ELSE
    RETURN a:0
  ENDIF
  ENDPROC
```

```

Example 8
IF find(buffer) THEN report (file, buffer)

```

```

Example 9
LISTPV, (1, ignore), "", 20, 10, realList, PAGER, 0, 0,

```

```

Example 7
compad := (LISTPV, (1, ignore), "", 20, 10, realList, PAGER, 0, 0),

```

```

Example 6
DO report (f, a)
until (realList(a), compad, -1)
addNode(realList, f, a)
until (realList(a), compad, realList)
ENDPROC

```

```

Example 5
PROC addNode(list, f, a)
DEF node:=PTR TO IN
END node
node.name := STRING OF CHAR (1) * (strlen(a)+1)
STRING OF node.name, 'a ' * a, f, a)
addNode(list, node)
ENDPROC

```

```

Example 10
PROC freeNodeList(PTR TO IN)
DEF workNode:=PTR TO IN, nextNode
workNode:=list.head -> First node.
WHILE nextNode=workNode, DO
  -> Free the S-string name.
  IF workNode.name THEN DISPOSELIST(workNode.name)
  -> Now we can free the node.
  END workNode
  workNode:=nextNode
  nextNode
-> Now the list is to be empty.
realList(list)
ENDPROC

```

```

Example 11
PROC h_gadget()
get()
ENDPROC

PROC get()
-> Empty the list and redisplay it.
until (realList(a), compad, -1)
freeNodeList()
until (realList(a), compad, realList)
until (list)
ENDPROC

```

```

Example 12
PROC main() BEGIN
  newList:=newList()
  myStringList(...)
  BEGIN
    IF realList
      freeNodeList(realList)
      END realList
    ENDIF
  ENDPROC

```

list, and we can initialise this pointer using the 'NEW' operator. However, before we can use the list we must initialise it using the AmigaOS function 'newList'. The following statement will do this all in one go:

```
newList (NEW realList) (This list can now
```

be used with the 'LISTV' gadget, so this line can be changed in the GUI. (The '1, ignore' action function is the same as the '1, ignore' function mentioned last month, and it serves the same purpose.) See example 6.

To change what this gadget displays we must use the EasyGUI function 'setListView'. First with a -1 value to remove the current list cleanly and then with a new or updated list. However, to use this function we must use a DIFF version of the 'compad' function, as described in the EasyGUI documentation. We'll call this

'myString' and the only difference from 'compad' is that we'll make it use a global 'g'.

DEF GADGET TO gListView
Now we must identify the list gadget, and we can do this with a simple assignment in the GUI description, so the above 'LISTV' line can be changed to use a global variable 'gadget'. See example 7.

The reporting function then simply removes the current from list cleanly, adds a new node to the list and then redraws it. See example 8.

Adding a node to the list uses the system function 'addList' after constructing a new node. The 'name' element of the new node is a dynamically allocated S-string (i.e. the C function 'String' is used). This string will contain the

name of the file and the line of text where the match was found. To do this we can use the 'String' function with the format string '%a %a', where '%a' is just a nice way of separating the file name and text line. The following version of 'addNode' omits the error cases. See example 9. Notice that, because we know that the line of text is an S-string, we can use the faster 'String' function instead of 'StrLen' for calculating its length.

The last thing to do with the Easy list is empty it. This must be done before each new search (to show the new matches) and at the end of the program (to free the memory used by the list). The method used to 'walk' the Easy list, i.e. follow the links from the start to the end) is a common idiom, and is peculiar to the way Easy lists work. See example 10.

The GUI button

The action function for the GUI button simply calls the 'go' function to do all the work. This function empties the result list and redisplay it, and then scans the selected directory. See example 11. Again, the error cases have been omitted. In general, it is a list down to use exceptions to do your error processing and as an example here's the outline of the new 'main' procedure. See example 12.

The procedure is flagged as having an exception handler by the 'HANDLE' after the parameters, and the start of the handler is marked by 'EXCEPT'. When an exception is raised in the main body of the function, program control passes immediately to the exception handler (the 'GO' bit means that the handler is also called when the procedure terminates). The handler should then clean up by deactivating anything that is allocated.

In example 12, the Easy list is emptied using 'freeNodeList' and then freed using 'END'. This only happens if 'realList' is not zero (or 'NIL', i.e. if the list had been successfully allocated. For this reason it is wise to initialise 'realList' to 'NIL' in its declaration.

DEF realList=NIL:PTR TO IN
This is the general style of the functions and declarations in the complete program (which can be found on this month's coverdisk). A small exercise for the keen reader is to work out how to add some code to also report the line number of the text when a find occurs. The screenshot shows the finished program (with line numbers) in use. ■

Jason Holman

Next month

There are quite a few inadequacies in the current program. Two obvious problems are: 1) there is no way to stop a search once it has started and 2) the searching is very slow. Next month we'll address these issues.

More complete descriptions of the Amiga system functions used in this tutorial can be found in the 'Amiga Kernel Reference Manual' (Addison-Wesley) and 'The AmigaOS Manual' (Barton Baggot), which are essential reading for all Amiga programmers.

Graphics Masterclass

Deluxe Paint V

Continuing on from last month's tutorial we'll be looking at more ways that you can reproduce some of those fancy effects that magazines use with DPaint.

PART 4

In the final part before an exciting new change of direction, Graphics Masterclass passes on a few more tips for DPaint fans.

All curled up

You may have seen an effect in magazines where a corner of a photograph curls up. Some high-end image manipulation software does this automatically but we can simulate it cleverly on the dings using DPaint.

The first thing to do is create the curl. This is just a triangular shape with a circular hole at the base, filled with a graduated sequence of colours to suggest highlights. Draw a triangle that is as tall as your main image and about 20ms wide.

Call up the Pangers requester in DPaint and create a range of colours that veers from light to dark a number of times in the range. Now from the Fill requester select the range and click on the contour fill gadget (the icon to the right of the horizontal and vertical fill icons). Either draw and fill the triangular shape or use the filled polygon tool to create it in one go. Using the filled circle tool with the



▲ The triangular base has been painted down, with a circular shape removed at the base. Transparency has been set at 70%, and the position of the shape to the right of the box has been moved to complete the effect.

background colour selected, cut a circle from the base to simulate the curve.

To combine this curl with your

image, cut it out as a brush and save it to disk. For now, load your picture, select Transparency from the Effects menu and set it to 70%. Load your curly brush and paste it down into the end of your picture. Finally erase the portion of the image to the right of your new brush to make it appear that the curl is part of the picture.

Golden moments

This new effect may not look like much on paper, but that's because it's a very subtle animation technique. To see how it works you really need to try it for yourself. Trust me, it's good!

The idea is that we add an animated shimmer effect to the gold on stock. The source image was created in a keyframing program - use ImageMaker from CU Amiga Magazine's January 96's cover disks. Tweak your colours and textures carefully to get a good golden surface. If you end up with something that's not quite the right colour, you can always retouch it with an image processor.

In order to create the desired effect, we first need to make a 20-frame animbrush of an on-filled circle gradually increasing in size. This will be used with the Shimmer mode to create the shimmer. The circle isn't going to form part of the picture, instead it's going to be used as a tool to affect the main image, so it can be made quite roughly and quickly; here's how.

Create a 20-frame animation based on a black screen. On frame one draw a circle in the centre, an unfilled circle in a light colour, around 3ms wide using the medium-sized round brush. Cut out this circle as a brush and clear the screen.

Call up the animation Move requester (capital M on the key board) and leave all the settings at zero except the Z plane. This controls the apparent magnification factor throughout the sequence, type in minus 300 (-300) in the Z distance box, and it makes sure everything's OK, click on Preview to make sure your circle brush will enlarge over the duration of the animation.

When all's well, click on OK, and watch as DPaint draws ever-increasing circles on subsequent frames. The current animation has a small circle on frame one, growing ever bigger and by frame 20 it should be almost as deep as the screen. Don't be alarmed at how ragged the circle has become, this won't matter.

With the first frame on screen, cut out the 20-frame sequence as an Animbrush. To create an Animbrush, from the Anim/Animbrush pull-down menu, select Pick Up. You will now be able to draw out a rectangle on screen which will encompass images over the 20-frame growing circle animation. Remember, while your first circle is small, the last one is much larger, so right from frame one you have to draw out a big enough rectangle to encompass every size in the sequence.



▲ Here you have set up a range of alternating light and dark colours, use the Contour option in the Fill requester (shown highlighted) to set gradient in the triangular curl. The colours used aren't too critical, as they will be later painted down with a light transparency.

Golden prose...

CUAniga

Red hot reviews

▲ The pinned image isn't really as precise as the ability of the animation effect, but you may see the difference in these two frames from an animation which simulates a glowing heat lamp rising from our friendly cat girl. The text was created in a 3D modeling package and can be seen on screen as file.

Once DPaint has added 20 cells to the Animbrush (based on the 20 frames of animation), save the Animbrush as it will come in useful for the next tutorial, as well as for your future use.

The next stage is to load in your main image — in this case, the matter gold CU logo. If you load it in to frame one of the sequence, you can quickly use the AnimCopy command to duplicate it over the

20 frames already created. If you're starting from scratch, load in the image and create a 20 frame animation based on the picture.

Now load in your expanding circle Animbrush (AnimAnimbrush) and from the Move menu, select Smear. We're now ready to Animate! This is a method of drawing which uses the contents of the Animbrush over the animation sequence. What we're going to do is move our Animbrush slightly over the 20 frame animation. As it moves frame by frame, it will smear what's underneath.

It's all taken care of quickly and efficiently by DPaint: select the straight line drawing tool, and place your Animbrush to the left of the screen. Press and hold down the Alt key, and draw out your Animbrush at an angle to the right — any reasonable distance would be from 8 to 12 cm. Now DPaint, using the expanding circles as its base, smears small areas of the image progressively.



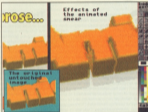
▲ Here's a schematic to explain the construction of the double Animbrush used to both animate effectively this way. From left to right, the circle enlarges and forms the basis of an Animbrush. When used for painting on Animbrush will cycle through its cells.

Repeat this procedure several times, from different starting positions and with different lengths until you're happy with the shimmer. We've used circles as the framework for the smearing and this adds an apparent random factor to the effect,

Golden prose...

CUAniga

Red hot reviews

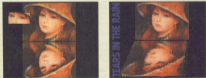


▲ Here's a completed view of part of the image, showing the original portion of the image before the smear effect was implemented on their. Smear displays the place just enough to give the effect motion.

which is very effective in an animation. I added the supporting text after the Animpointing so it

wouldn't be affected by the background shimmer. ■
Peter Lee

Ahh ... This would bring a tear to a glass eye



▲ Here's the start and end image of an animation I've created. The only image of the girl has been flipped vertically and a tear added to her face (the extra graphics). The animation was set up to track and follow, then focused on creating a collection as a liquid surface. Figures were added to the reflection, and the animation is complete with the addition of rain falling across the screen, adding the reflection.

Wired World

PART 7

As good table manners get you far in life, proper etiquette on the 'net will save you from a roasting. Here's our guidelines to keeping the flames at bay.

Out there on the net, be potential enemies and soul mates (see the snail-mailing feature for proof of high romance stakes on the net). To avoid the letter becoming the former, a few lessons in 'etiquette' should be learned.

Sometimes sarcasm, irony and friendly jokes can't be communicated effectively with text alone. This can lead to a great deal of misunderstanding. So, out of necessity, the net community has evolved some systems which help to avoid some of these misunderstandings. The most obvious and useful of these is that experienced net people take 'pauses' at face value. You can't read between the lines without further evidence of what the writer intended to get across. 'Smileys' are commonly used to convey feelings to back up comments. It's essential that you understand these if you are to spend any time exchanging E-Mail. See the box out for right for more information about smileys.

Think before you ...

Before you post a message to a newsgroup, you should get acquainted with it first. Read the group for a week before you post anything to it to get a good feel as to what it's about. Ask yourself first whether the thousands of people in the newsgroup would want to read what you write - if not then don't write it. Many newsgroups are ruined by pointless postings known as 'noise'.

If you respond to a post, your readnews package will load your text editor with a bulk of text from the original message. The plan is to cut out everything from the original that's not relevant to your response and then write your text directly beneath theirs. Misspellings, incorrect text forwarding, multiple exclamation marks and other badly formed messages will lead people to see you as a novice or an idiot. It's also bad form to type messages in capitals, as this is regarded as shouting.

Roasted to a crisp

You can get away with virtually anything in private E-Mail. Misunderstandings can be clarified later and the recipient won't expect a masterwork of prose just for a simple private communication. However, when posting a message into a Usenet newsgroup you are broadcasting a message to hundreds and often thousands of other readers. If someone can misinterpret your message, they will. If you've written something offensive expect torrents of abuse ('flames').

If someone does take offence to any of your messages, only reply to correct them flatly. Do not reply with a flame in a public newsgroup. Other people don't want to read it so might find yourself roasted to a crisp. If you have something personal to carry on with another user of this group, E-Mail them direct.

E-Mail and newsgroups are great; they enable the World to chat and exchange knowledge on any chosen topic. You can be a part of this too and by following these pointers you can make sure that the experience is a rewarding and positive one. ■

Mal Sattinson

Net abbreviations

Abbreviations are very common in E-Mail, Usenet and the IRC. For anyone who spends a substantial amount of time either reading or writing E-Mail these are a great time saver. Here are some of the most common.

Abbreviation	Meaning
IMHO (FYHO)	In my humble opinion (In your humble opinion)
AFAIK (NAFAIK)	As far as I know (Not as far as I know)
AFAIC	As far as I can remember
ATM	At the moment
FYI	For your information
BTW	By the way
FAQ	Frequently asked question(s)
ROFL	Rolling on the floor laughing (rolls on the floor)
BTM	But the Shipping? meant
WTF	What the F?*
ICBM	I could be wrong
LAME	Late, mate. You might see CULDR for See you later.
re	IRC speak: Hello again

* In these cases, another four letter 'F' word is often substituted.

Net smileys

Because no expressions of emotion are possible via the text-based electronic media, various motifs can be attached to the text to use of 'smileys'. They may not actually be smileys at all if the expression is not a happy one! but that's the term still used to describe them. To view most of them, turn your head sideways and you can see a face. Here's the basic smiley :-). Which means the author is being funny or happy (Eg: "Get lost will you. :-). On the other hand :-(means the author is sad about what has just been written. Eg: "My hard drive just crashed. :-(")

There are many hundred forms. In fact most people make up their own. Here are some of the more common variants.

- :| Winking smiley. Open to interpretation. Sometimes people use only this type.
- :> Annoyed (usually). Fairly negative.
- :<P Winking tongue out.
- :: Straight faced. Fairly negative though often misconstructed.
- :D: My own favourite 'devilish' smiley. Mischievous connotations.



Net God speaks

So *IBrowse* is finally here, in demo form anyway. This new WWW browser is being heralded as what *Altosave* should have been, so I was rather eager to have a look. My initial fears that it might be a photo beta version were quickly laid to rest by the supplied readme file. I was intrigued, but while attempting to test it my *Amiga* guru'd just minutes after starting it up. Not a good sign! My fave debugging tool, *Erforsner*, left me in no doubt as to what caused it. Remember those problems with *Altosave*? Well, *Browse* has all the same toothy difficulties. Anyway, it's billed as being an early 'Alpha' version, so if you try it out yourself don't bother telling the authors about the bugs just yet. But why release it in this state? And why have I mentioned it?

Well certain aspects of *IBrowse* support the new *MUI* 3.0 and look very promising. It's just a pity that in the interests of advance publicity the authors have to release such a bugged version. Anyway, I'm sticking to *Allyn* until something better comes along.

Surf's up!

IBrowse finally arrives albeit in demo mode while **Voyager** is being held back for the moment. Team 17 are inundated with on-line callers and a bunch of *Amiga* enthusiasts bring a new **ANGLE** to games on the 'net.

News

ANGLE bring networking games on line

In response to the November *NetGod* column, an organisation calling itself **ANGLE**, dropped as a line to tell us about their mission to create games playable over the Internet.

Standing for *Amiga* Net Games for Light Entertainment, they're a non-commercial team comprised of several *Amiga* devotees. Acting as a contact point for programmers, g/f artists, musicians and designers to join their team, they also hope to work with others to create TCP/IP based software some of which may not be games related.

ANGLE can be reached at hp:Amiganet:netgame and E-Mail: ANGLE-admin@kaskadei.net.

CU Amiga is 100% behind this valiant attempt to bring more network games to the *Amiga*.

Team 17 have Worms

Team 17's WWW site at <http://www.team17.com> has been approved under by scores. The prize of all this activity? Mostly the downloading of demo versions of their smash hit and *CU Amiga* favourite *Worms*. All this access meant their 64k line to Pipex wasn't enough so they've had to upgrade to 128k.

Continually expanding, the T17 web site has recently grown an area for *Mibol* custom screens made by all the live connected *Wormers* out there.

You can send in your own custom *Worm* screens by FTP uploading to <ftp.team17.com> incoming. Just 'put' the unarchived screens complete with 'WKRM' extension and the best will be picked to be included on

their web site making you instantly famous.

Other big news for the T17 home page is that the eagerly awaited patch for *Allen Breed* 3D will be made available by the time you read this. Rising bugs, improving the game slightly and adding a special 1 x 1 pixel *Allen Breed* 3D 'special edition' demo, it's an essential download for 4830 owners.

Lastly, keep the E-Mail's rolling in to T17 at dub@team17.com to encourage them to bring *Net Worms* to the *Amiga*. Then again, maybe it's not a good idea. Gentle readers won't stand a chance against the collective *Worming* might of the staff at *CU Amiga* Magazine.

Voyager Vaporsmores

The author of the amazing PPC client *AmiPC*, Oliver 'DB' Wagner

has teamed up with *MUI* Empire author Karl 'Phallan' Bellie to bring a new web browser to the *Amiga*. Their software company, amusingly called 'Vaporsoft', is steaming full ahead with the *WWW* browser which has been given the working title of *Voyager*. If the *AmiPC* is anything to go by, we can expect great things from *Voyager*.

A little more, *Vaporsoft* have promised not to release a demo of *Browse* until it's in a fit and stable state. *Browse* and *Voyager* are the two principal *WWW* browsers under development and both seem likely candidates for the new *Amiga* Technologies Internet software pack under construction. At the moment, they have some way to go before completion but this sort of development competition can only be good news for *Amiga* net heads. ■



▲ *Voyager* is forthcoming WWW browser which looks like a promising candidate for the new *IB* software pack.

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Frequently asked questions

What is multimedia and is it any good on the Amiga? FAQ has the answers.

■ Q. What exactly is multimedia?

■ A. That's a tricky question, but a good definition would be that a multimedia project is a combination of several elements including graphics, animation, video, sound, music and sometimes, although not always, a degree of interactivity.

■ Q. Is it different from other programming?

■ A. There is nothing you can't do with multimedia that you couldn't do on down and create from scratch with a compiler or assembler. However, that's not what multimedia is about: it's the end product which is more important than the tools used to create it. Plus of course, MultiMedia is one of these cute words which can be used to sell otherwise dull PCs because they come with a set of speakers.

■ Q. Is the Amiga a good multimedia platform?

■ A. The Amiga is an excellent multimedia computer. It has built-in sound and music capabilities and excellent graphics, all as standard. It can also be expanded with hard drives, more memory and faster processors for larger projects. More and more users are also buying CD-ROM drives: the ideal platform for multimedia.

■ Q. How can I use it on the Amiga?

■ A. There are many multimedia authoring packages available. These vary in complexity from the programming language level of Amos or Blitz Basic to the 'point-and-click' level of DotsOna's MultiMedia Experience. There are many levels in between. Some are great for video effects (Scale for

example, some are great for writing graphics-based programs (CanDo for example). Some are great at everything.

■ Q. Which should I get?

■ A. That depends on what you want to do. For display or video work, Scale is hard to beat. If you want to create a program which opens on internet with MultiMedia Experience is a good way to get started. If you want to write a graphics adventure, look out for CanDo. A language like Amos or Blitz will provide you with all the routines required to load, display and play images, animation and sounds, but you will need to program the rest yourself.

■ Q. How can I create good 'still' images?

■ A. Good graphics are essential to a multimedia project. You can always draw them yourself in a paint package if you are artistic, but the best source of high-quality images is a flatbed scanner, such as the Eikon series, which will grab in 24-bit colour and so the results will look excellent in HAMB mode. Cheaper hand scanners can also give good results and with a little experimentation and with a good source a video digitiser can provide high quality images. There are many CD-ROMs available which contain images that you can use, but you would be lucky to find a disk containing pictures which fit your exact requirements.

■ Q. How can I create moving video?

■ A. Creating moving video to add to your project is not easy. The only way to get VHS quality images at the moment is to use MPEG compression but although companies like HiSoft

are developing MPEG decoders (players), encoders are too expensive to use. It is possible to use software to encode images, but the results are poor. MPEG systems like Motion VLAB will grab moving video and play it back, but specific hardware is required for playback and it's very expensive. Until the cost of playing back moving video is reduced, perhaps the best approach is to use a remotely controlled video record or Laserdisk player. A good budget buy is the Videomaster system for the A1200 which can grab 16 shade movie frames and convert them into standard animation files. These can then be replayed from memory or hard disk.

■ Q. Can I control other equipment remotely?

■ A. Yes. Scale can control plenty of external hardware such as periscopes and Laserdisk players. This allows you to play back video, fade it in and out and overlay Amiga graphics on top. Any Amiga compatible system can be used to control infra-red Remote Control hardware with additions such as InfraView from the Amiga.

■ Q. Can I add sound to my graphics?

■ A. Certainly: the Amiga is capable of replaying sound samples at the same time as displaying images or animations. Most multimedia authoring systems will do this quite easily. Some animation playback systems are also capable of triggering sounds on certain frames, for example, MainKor Broadcast.

■ Q. What about music?

■ A. Due to the popularity of the various MIDI files, it's quite straightforward to compile a tune in a program such as Chameleon and then play it back from within the project. Most authoring software can cope with files in several formats. For professional quality

results, you can add a MIDI interface and a MIDI compatible sound source. Example MIDI sound sources include keyboards, but also plain looking boxes - some of which contain several hundred CD quality instruments and drums for less than £200.

■ Q. How can I record work onto video tape?

■ A. You can record it on video tape quite easily - as long as you stick to the standard Amiga video and don't use any DoubleScan modes. The composite video output at the back of the Amiga can be used together with the sound output and connected to a video recorder. You may need a special Scott lead, but these are widely available as many camcorders provide the same output signals. A genlock may give better results, especially as many have SVHS outputs which will record better if you have a SVHS compatible video recorder. Using a genlock such as the QVP model and authoring software such as Scale allows much more control (fading, colour effects and so on).

■ Q. Can I distribute my projects on disk?

■ A. If you write it yourself in Blitz or Amos or any other programming language, most certainly. Most other authoring systems provide a special 'Player' which can be freely distributed. You must be careful to make sure that you haven't included material which may be copyright.

■ Q. Can I distribute my projects on CD-ROM?

■ A. Yes, but mastering and pressing CD-ROMs is an expensive business. Amiga software is just becoming available, but you might be better asking an existing CD publisher if they would be prepared to take on your work and pay a royalty. **■ John Kennedy**

Masterclass

Delete your old back-up files and reclaim megabytes of storage on your hard drive.

Of you have a hard drive on your Amiga and you run a lot of application software, you will probably soon find that you have collected a large number of files ending in ".bak". These files are "back-up" files made when an application saves your work, often it will reuse the original data in a file adding the ".bak" extension before saving the new data on top.

Although this can be very useful, particularly if you batch something and need to return to a previous version, it can also consume a lot of disk space. Deleting all the back-up files from your system will obviously free-up space but it will also make any debugging processes faster and so help speed up your hard drive.

Deleting down and deleting all the back-up files can be a tedious process though. There is always the AmigaDOS DELETE command of course, but it tends to be a bit fiddly when used with the ALL keyword. For example:

```
delete disk:01.bak all
would go through the hard disk
with name "01.bak" and make all the
bak files, but something like this
seems too silly. If, for example, you
mistakenly typed this instead:
delete disk:01.bak
it would delete absolutely everything
from the hard drive in one fell
swoop. And with the AmigaDOS
delete command it is not possible
```

to step through the files one by one and confirm their deletion.

So to get around this problem we will be creating a program which follows last month's *Amiga* tutorial which searched out and listed duplicate files rather slowly (I know). This will search out and ask nicely before deleting bak files. It too is written in *Amiga* and it demonstrates some rather tricky features of this powerful language. It also runs quite quickly.

Round 'em up

This month's program will create a list of all the files in the current directory, search out those ending in ".bak" and then offer a manual or automatic deletion service.

You might be wondering why we don't simply use the LIST command to create a list of all these files ending in ".bak". As you can see in the program, we do use the LIST command to generate a list of all the files in the current directory - who not simply extend it to search out the ".bak"s?

Unfortunately this turns out to expose a shortcoming LIST. Although `list if:format "type 52" all files > tempplanish` will certainly create a list for us containing all the names (and the list is redirected to create a file in RAM), `list 01.bak if:format "type 52" all files > tempplanish` doesn't work. The wildcard searching abilities of LIST only operate in the root directory and so the easiest approach is to make a list of ALL the files, and then search through ourselves for those ending in ".bak". This is what the second section of the program does: it looks through the filenames and paths out those ending in ".bak", placing them in a second file. All these files are in RAM by the way, to speed up the



● Searching for bak files requires a text editor. Type 01 or 02 to see how to search, for you could use a text file editor.

process. Searching for filenames is pretty easy in *Amiga*, because of the long list of string manipulation commands. Here we use RIGHT to check the last four characters in the name.

Then get rid ...

By using the FORNAMES options of the LIST command, we can have exact control over how the file of names we have requested is created. The filename and path are followed by a space and then the file length - see last month's *Masterclass* for more on FORNAMES and the special attributes you can include.

I have included the files so that you could see how much space the ".bak" files were consuming. It's always nice to be informed you are going to get so many bytes of storage back for free.

There is one snag in that when a file is empty, the size returned was not simply zero bytes, but in fact the word "empty". This is a bit tedious but only needs one extra line: `if size=""empty then size=0` to fix it. It also keeps a count of the number of files located because if no ".bak" files are found it allows us to quickly stop the program without waiting time.

The ProcessFile() function starts off by asking your permission to delete the files. This

demonstrates how *Amiga* can take input directly from the user as well as from a file. We use the amazingly powerful PARSE command to read a string entered at the keyboard and convert it to upper case to make the test easier.

The testing is done using the SELECT command, which is nothing more than an advanced type of IFTHEN. The SELECT code decides what to do next: choose Delete by entering 0, and the DeleteFile() function is called. Choose C and the program stops.

DeleteFile() uses a variation on this theme to discover if the user wants the ability to check each file before deletion. You can see that there is one question outside the main loop and then another inside to check for each file but only if required.

The hard part was actually deleting the file in question. Although it is relatively easy to use any AmigaDOS commands (we used LIST right at the start) it can be more tricky to include a list of arguments. In this case, we want to use the delete command with the path and filename of each ".bak" file, and unlike the arguments used with LIST, the filenames are not known in advance.

To get around this problem, the

Take heed please

As always, I have tried to test the program as much as I could. I even let it lose on my hard drive and it regain about 28Mb of space for me. However, when using delete in a script you must be very careful! As this program only operates on the current directory (and those directories contained within it) test it first somewhere where it won't do a great deal of harm if it goes horribly wrong - and that doesn't mean on your friends A1200.

The program which will find and help you nuke those pesky baka.

```

Search for file names
ending in .bak, and then
delete them if necessary.
- John Kennedy
*/

address command /* Use delcommand */

/* First, generate list of files to nuke */
say "Making list of all files in current directory"

list lfilem "qba 51" all files + <delcommand>

/* Now, search for those ending in .bak */
say "Adding up file sizes..."

infixm=infixm
outfixm=outfixm

total sized
number=0

call openoutFile, "report", "w"
call openinFile, "<delcommand>," "r"

do while ~outfixm
  do readin=infixm
  do read=infixm
  if done="" then do
    parse var data numpch " " size
    if size="empty" then sized=
      backslash numpch,41
    if done="" then do
      total sizedtotal sized+
      number=number+1
      call writeinoutFile,numpch,0
    end
  end
end

call close(infixm)
call close(outfixm)

/* Process the files if required */

say "Number of backup files:" number
say "Drive space taken up: " total sized
say

if number=0 then call ProcessFiles()

/* All done! */

Delete "report" quiet
Delete "<delcommand> quiet

say "Finished."
end

ProcessFiles

answer=""
do while (answer="C" & answer="D")
  say "Delete files or (listm)?"
  parse poll answer
  answer=upper(answer)
end

select
  when answer="B" then call DeleteFiles()
  when answer="C" then return
end

return

DeleteFiles

answer=""
confirm=""
do while (answer="B" & answer="C")
  say "Delete (all) or (listm) each one?"
  parse poll answer
  answer=upper(answer)
end

call openinFile,"report", "r"
do not in number
fillname=infixm
data=Delete "||<delcommand>||file" <delcommand>

if (answer="C") then
  do
    confirm=""
    do while (confirm="B" & confirm="C" & confirm="D")
      say "Delete " || file || " (Y)es, (N)o, (Q)uit?"
      parse poll confirm
      confirm=upper(confirm)
    end

    if (confirm="Y") then Interpret(data)
    if (confirm="Q") then leave
  end
end

call close(infixm)
return

```

first stage is to construct the command we need to execute as a single string. Now the filename and path are already in one string, so we only need to join that to a string containing the word 'delete', like this: `delete a path/filename`. Unfortunately, in a real application, this will probably come out as: `"delete work\l1a1.dos.bak"` and this is not acceptable. In fact, because of the way Affix works this will actually cause the Affix script to fail. What we really want is something more like this:

`delete "work\l1a1.dos.bak"` so the arguments which follow delete are all contained in quotation marks. This is exactly what the line: `data=delete "||<delcommand>||<delcommand>||file" <delcommand>` attempts to do. The string variable called 'data' is assigned to be the word 'delete', and then joined using the concatenate command, which is a two vertical bar to something called `<delcommand>`. This is joined to the file and pathname and then to another `<delcommand>`.

The magic spell which is

`<delcommand>` is actually an Affix function which returns the character string corresponding to the supplied number. If you know your ASCII codes you will know that for example, the letter A has code 64, an asterisk has 42 and of importance to us in this case, inverted commas has code 34.

This is how the variable 'data' is assigned the string containing the delete command and the necessary arguments. Now all we need to do is get the command executed which is where the

INTERPRET command is used.

INTERPRET is a very cunning Affix command which takes a string and deals with it as though it was an Affix program... sounds weird I know, but that's how it works. INTERPRET could be used to read in and run an Affix program line by line if that's what you wanted to do with it. In this case, we'll simply pass it the string we want to all the bother of creating and let it get on with it. ■

John Kennedy

Logos, meanings and mysteries:



CD32 queries. FunET and various other CD ROM-related problems.



All about upgrading RAM, operating systems and processors.



Plug-in hardware of any kind: scanners, disk drives etc.



Access to specific or particular pieces of software.



Music, sampling, MIDI and anything that makes a loud noise.



Maintenance tools to keep your Amiga running smoothly.



Form letters, page letters, preferences and lots, lots more!



Monitors, TVs, modulators, screen-modes and all that stuff.



Flash, sprites, animation, pictures. In one small word: graphics.



Spreadsheets, databases, organizers, accounts...



Everything you need concerning about the Internet.



Not everything fits into a prepack, but anything you like fits in here.



We don't make a drama out of a crisis in CU Amiga Magazine. No problem is too big or small. Enough of the clichés, already. Just remember to send in your machine specifications in full as it makes the technical boys at CU Amiga Magazine's life that much easier.



Tony disputed last month's fresh-faced description of him. He says he is an old git.



Matt would like also to deny that he is fresh-faced cos Q&A has earned him too many worry lines.

CD32 FMV cart



I have been lucky enough to get a full-motion video card (FMV) for a CD32. However, I'm having trouble connecting to my CD32 as it doesn't come with an adapter. I know could get a 58.1 module but I my A1200 is all I need. I have asked Silica, Gaslineer, Wang computers, Brian Fowler and a local Amiga repair shop in London for help on this but I've come up against a brick wall. What can I do, please help.

On a different note, my Amiga Technologies going to abandon the CD32 totally or are they or other parties going to make FMV cards for it, as I must be better than the 16-bit Philips CD-i system. I'm sure there are plenty of people out there who would want their machines to show CD films.

Mr R. Walsh,
Bore London.

EE? The CD32 FMV cart plugs right into the back of a CD32 (after removing the access panel). The adapter is needed at all. We think you've got an FMV card for some other machine and that's why it doesn't fit. The SE-I is most certainly not going to help or to pass through to the same games. I'm surprised you weren't given the low down by the companies that you telephoned.

On the abandonment of the CD32: it is a sad passing that Amiga Technologies did this in spite of the machine's success but the reason they gave is that they needed all their resources to get the A1200 back into production and then to develop new machines. Sounds reasonable to us and the CD32 is still essentially an Amiga. When publishers finally realise how many CD-ROMs are out there for Amigas, including CD32s,

we should hopefully see more games released on that format.

Agnus hassle



I am currently studying a City and Guilds TV and video production course at college and use my Amiga 4200D for a lot of my course work. Recently the opportunity arose to buy a 32K Kickstart for my A2000 which I need to run Scale MMIO. However, my A2000 only has a 512K Chip mem Agnus. I changed to a 1Mio Agnus but it's still only reading 0.5Mio. I have tried most of the main dealers and repair centres for help but to no avail. They can all tell me how to do it on an A600 but that's no use.

Derek Bailey,
Ugborough Essex.

The various modifications needed to increase the Chip memory for different versions of Amiga motherboards has long since faded from the CU Amiga collective genius. Perhaps a reader knows the answer and might like to let us know so we can pass it on?

We do have a solution though. Power Computing's (tel: 0223 273 000) MegaChip is pretty fast good (price £299). Consisting of a daughter board housing a full 2048 Agnus and 1Mio of RAM built-in, it's put in place of the old Agnus to get a full 2Mio Chip Memory. There's no further modification needed.

Dodgy CD32



I've got up consists of: a CD32, 58.1 version 2, 4Mio memory, internal 1.5" 180A6; IDE hard drive, external Amstrad floppy drive and a Philips monitor. I am using Kickstart 60.00

and Workbench 30.20. When I try to boot up anything is fine for the first three minutes and then it freezes and the CD32 has to be reset. After that the hard drive won't boot up. I tried adding a new Stream and adjusting the data Transfer Rates to 1000 but it doesn't make any difference. Now my set up will only work when the hard drive is disconnected and the hard drive will only work when I get rid of the memory chip. Help?

Duncan Goo,
Halesworth, Suffolk/Suffolk.

There's two main suspects here with a CD32 and SE-I set up. The first is that the CD32 and SE-I connection is not very solid when a hard drive is fitted. The different pieces of hardware's vibration can cause intermittent connection problems which will cause a lot of trouble. To remedy this we use some masking tape to hold the SE-I firmly in place.

The other suspect is the Max Transfer check with 2.5" HDDs is a common enough problem. Try and set Max Drive to about 1000 in the HD monitor which is OK at a time. After that, if problems persist, it's possible you have a faulty SE-I. Without a much closer look at your system, it's difficult to tell.

Spanish Amiga



I have an A550 and I'm thinking of buying an A1200. A. Could I run A500 programs like Rainbow Islands.

Super Street Fighter 2. Prince of Persia. Predator and Desert of the East on an A1200?

B. Is the A1200 compatible with the 1084 monitor?

C. Is the A520 modulator used with an A1200?

D. When will the Amiga be available in Spain?

Bartolomeo Barnes Sanchez,
Madrid, Spain.

*A couple of the games may not
be the most serious applications will.
This is outweighed by the fact that an
A288 has superb games that only
cost an A1588 and that the higher
cost machine will run things like
Picturizer better than your A288
due to its more Chip memory.
A bit, we use them with our A1288s.
C-18s but the A288 has a built-in
monitor giving both composite
video and RF out. The A288 however,
in our experience, provides better
quality output.*

*A. You connected it to Spain and they
said that the reason for the delay was
due to difficulty with Spanish and
Portuguese keyboard production.
However, these problems have been
sorted and the Amiga is now on sale.
The distributor in Spain is
Picturizer, SL, AV Diagonal, 18
E333, PO Box 194, 48999 Palencia,
Spain. Tel: +34 74 786 580, fax: +34
74 786 594.*

Adorable blues



*As a new Amiga
1280 owner I
would ask that you
advise what might
appear to be obvi-
ous to the more
experienced Amiga user. I have
prepared the working disc for
Adorage (lower disk July 85) and
find that all works well with the
exception of SSAAdemo. When I
click on this icon, I get the mes-
sage "unable to open your tool
C board". What is going wrong?*

Ray Firth,
Hullin, West Yorks.

*The SSAAdemo is what's known as a
project. If you click on the icon and
then press the Right Amiga button
I see the same icon, but I see the
C-board as present as the "default
tool" in the main disk icon
Information 012 that appears. The
problem here is that the program
don't get present in the C directory
of the disk. One mistake. The solution
is to either copy itself from the C
directory of your Workbench disk to
the C directory of the Adorage disk or
to simply boot from Workbench,
which also lists Adorage and then click
on the icon.*

A800 CD-ROM



*I have an A800
Amiga which I use
primarily for
games. I would
like to know if it
is possible to add on*

a CD-ROM drive to play CD
games. If so, what will I need,
what are the prices and will it all
be compatible using a normal TV
which does not have a S-Card con-
nection, as this is what I use at
present. I would rather keep the
A800, then have to sell in order to
buy something like the Sony
PlayStation, Philips CD-etc. Please
advise honestly as I am an older
user and do not want my living
room looking like NASA.

Mary Temm,
Kiddlington, Essex.

*You can indeed add a CD-ROM via
the PLASMA port on the left of your
machine. However, you can't play
CDG games which are the most com-
mon form of CD-ROM games on
the Amiga. The reason being that your
machine doesn't have the newer A40
chipset that the C865 and Amiga
1280 possess. To be honest, your best
bet is either stick with playing A800
compatible games, like the excellent
Horus, or buy an A1288 which has
some amazing power of its own. All of
which are a hell of a lot cheaper than
what you'd have to pay for an other
CD reader.*

Crash crash



*I am having serious
problems with my
1280. It is fitted
with a 1280MHz hard
drive, an Apollo
1280 80MHz accel-
erator card and RAMs of fast RAM.
It also has a Colson power supply
a Microtec 1600 monitor and a
Logic 3 speaker set connected to it.
The problem is that it keeps
crashing continually and repeating
eight digit hex error codes. These
codes always take the same pat-
tern. The first seven digits are
always 8080 000 and are generally
followed by a 4 or a 8 (although I
have had a 3 and a B). Every piece
of software I try either crashes and
reports some variation of this code
or just locks up. Even the CD-ROM
from the latest edition of your
great magazine crashes, as does
CDROM2 5.04 which I also
obtained from your cover disk.
What's causing this?*

Robert Colson,
University of East Anglia,
Norwich.

*Every month we get a dozen or so
letters all stating that their machines
crash with their funny hex numbers
and asking us why this is so. There's
a load of reasons why this could be.
Unfortunately the two numbers in
the red flashing frame don't really*

Midlands BBS numbers



*I have recently bought a 1.4.4 modem for my A288
Amiga. My modems would be a lot of use if you
would kindly tell me some BBS numbers that are in
the Midlands area. I need to know those numbers to
save on cost as I only get a small sum a week.*

S. T. Mancosa, no address supplied.

*You didn't put your address in the letter but here's some BBSes in
the Midlands.*

BBS	Location	Number
BBS Per Amiga	Manchester	0161-276-1832
Bigg West Amiga	Widley West Yorkshire	01924-680300
Mike Burns Amiga	Birmingham	0121-687603
Cassie Amiga	St Andrews	01334-436646
Baystone Amiga	Leeds	0113-4421476
Amiga Phoenix	Derby	01332-469873
Front Page	Huddersfield	01484-482341

*well or anything about what is actually
causing the problem. You need more
software to patch the OS to get more
information. A PDI program such as
Amiga Patch will do the trick. If there's
something wrong with your monitor
card, this will happen. Even if there's
something wrong with your A1288
line, it crash with the general
software. It's your Amiga's way of
saying it doesn't just work. Some soft-
ware diagnostic tools are needed to
investigate further as well as a techni-
cian to check all your hardware in
check before the problem. We'll look at
adding another Amiga troubleshooting
guide soon.*

A cornucopia of questions



*We received a
whole stack of
questions from Mr
Hodgson here's
just a few of them.*

1. Use MultiDC 2
and want to use AMO to improve
my response but I am having no
luck. One seems to disable the
other all of the time. I have seen a
screen shot of their working in
simultaneously somewhere, but I am
unable to reproduce this at home.
How can I do it?
2. Can I use SCSI2 physically like
the Zip drive and the Pico
CD with the SCSI-1 interface on
the A800?
3. If not, are the parallel port
drives available for the Zip
drive yet?
4. If I was to use this option, I
would need a multiplexer for the
parallel port, is such a device
available? I use a printer on that
so well?
5. Optimisation was supposed to
become a CDTV style external
jobbie as well as a Zero card. I

*was looking forward to that. Will it
ever happen?*

**6. Oh and what exactly is a Zero
Drive? Is it a weird SCSI drive?
Olivier Hodgson,
Gusford, Surrey**

*My my, been asking them up here yet?
Answer up with the answers.*

*1. Use AMO and MultiDC from
WMAmiga, link on the AMO icon,
being up the from information CEE.
Insert a MultiDC (not already there)
of 0161-276-1832, AMO needs to run
before MultiDC. Then the two will
co-exist happily.*

*2. The actual interface itself is complex
but the drive software in AMO
isn't really up to the task I'm afraid.
3. Unfortunately a parallel Zip drive
will never happen, the reason being
that the Amiga parallel port isn't up
to the job compared to the special stand-
ard of parallel ports on certain PC cards
that are needed for these drives.*

*4. That is true because of the above,
5. We don't know that it's highly
unlikely since if the Australian
developers were going to release that
soon, they would have done it well
before now. They did produce a
product of the type actually before
Optimisation called the Commodore.
Our advice is to hang on for a fully
new RCD port graphics enhancer
called Optigig. We should have a
review before too long.*

6. Yes, you're correct. ■

NO SALES PLEASE

*We regret that we cannot
respond to readers' queries by
post, to save the postage. Please
do not include stamped
addressed envelopes with your
letters, as we simply don't
have time to answer the those
which we receive. Responses
are only possible through the
pages of this magazine.*

Back chat

Say it like it is folks! Send your gripes, your praise, your opinions to Backchat, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane London EC1R 3AU. E-Mail: Backchat@cu-amiga.demon.co.uk.

Breeding a contender

I wish you would stop saying how technically inferior *Alien Breed 3D* is to *Doom*. This is not true. For a start *AB3D* is a true 3D environment unlike *Doom* which uses a half-way system where you can't have rooms above other rooms. Also *Doom*, unlike *AB*, doesn't have proper water effects, they are merely animated textures and you can't go under the water either. The replacers in *AB3D* are excellent whereas *Doom* doesn't have any at all.

Another advantage is the speed. *Doom* would never run on as fast on a 386 (which is about the same processor speed as an A/C280 with less). Although *Doom* could be considered the better game, the only advantage it has over *AB3D* are higher resolution graphics and the amount of storage space available for them.

AB3D is very good but if the Amiga had a hard-disk as standard then we might see some really good clones. Finally, I invite everyone to join my campaign for a level editor. *AB3D* needs one so desperately, so get into Team 17 about it!

Jason Pecknall, Mansfield, Notts.

A good Samaritan

I'm writing in regards to Mr. Jarvis wanting an all-in-one Mail package. (November Backchat). There are several which work either in a UICP (old-line) type environment or via AmTCP. Amiga UICP is very easy to set up and saves a lot on phone costs. It actually turns your Amiga into a Usenet node that just calls up your provider and quickly downloads any new mail/news as well as uploading any news/mail

you have written. Examples of easy-to-use programs are ADMail/ADMlan by Simon Brown, the first is an E-Mail program, while the second is also a threaded news program or GDMail by Steve Butler. Both use intuitive interfaces and are simple to set up and use. There are other options like Thor or even GBN for a newsreader. As well as Amiga versions of the Unix classics Tin and Elm. GBN will also work both under UICP as well as under AmTCP. The above programs (with the exception of Amiga UICP) can be found on all Amiga FTP sites and some are even found on CU Amiga Magazine's November CD-ROM.

Paul Seneca, Dutch Amiga Magazine.

Blitz support group

I am trying to put together a Blitz support group and would like interested users of *Blitz Basic* to give me some support and ideas. Blitz seems interested, can write to me at: 27 Hillside Avenue, Worthington, Beccles, Suffolk. NG04 1AU. Please enclose a self-addressed stamped envelope if you wish to receive further information.

Matthew Tillet, Suffolk.

I don't like your style

Just a few remarks from across the channel regarding your magazine. Some of these points have been made quite often but I'll just make them anyway. I like the mag but I usually hate the disks. Not just CU Amiga's but all magazines as well. What do I need three GTP programs, four versions of GAMES2 and 5,000 Databases for? I buy what I need and I

don't like crippled programs or old junk.

With the November '95 issue you really went too far: putting *AudioMaster IV* on the disk! What a waste! It's a good program, but it's ANCIENT. However, although I now have two copies it was still better than *Virtual Kiting*. Let's pray that PC-owners never find out about it or they'll laugh us off the face of the planet. You can't honestly tell me you liked that piece of rubbish. You just put it on because the publisher offered you a disk, don't you? I don't get me wrong: I like game previews, but only of good games. Not some feeble attempt at a racing game, obviously written in Simon's Basic or Logo or something like that. And I certainly don't like times that cut you off after a few minutes playing.

Instead of choosing a mag that interests me most I now find myself picking the magazine that has the least rubbishy cover disks.

THE FAR SIDE

By GARY LARSON



"We wait! That's not Uncle Floyd! Who is that?"
—Colony, I think it's just an old fellow!"

Team Talk

Wasn't even the usual rubbish you write in Team Talk month after month? Well here's more of it. Blah, blah, blah. Pissed on an month member of the team doubts their 'very through another four weeks' experiences.

Alan Dykes



Between eating sleeping and breathing I haven't had time to press this month, sorry mate, so I'm five stone lighter and need new gloves. But what fun it's been things were really quiet on the magazine for a change too, it was as if some one had banned Mat and Tony from paying every second word. How very odd.

Lisa Collins



Another real plus point was I made Tony and Mat promise not to reveal this month. They didn't manage to last through it at all, but it wasn't things a bit more civilized than normal.

Tony Morgan



Simon? I never bloody saw! I swear I don't. I'll tell you something else too, I can't get enough of that October 95 CD involved in page 74. It's well known that I've always been a bit of a party to this rather excellent music package, but now it's on CD it's like a damn good train. We need more CD products like this and Personal Suite!

Be kind to BBSSes

What's happened to the support for the Amiga's common scene? I can appreciate that the Internet is a massive success but there is the large number of BBSS sites out there whom you seem to have forgotten. Almost all of the public domain reader software that gets shovelled in your magazine has originated from various BBSS sites not from the Internet. Granted some new stuff does come from the Internet but the majority of it originates from the private BBSS scene. I know as over the last two years in various magazines NPA PDProductions has had over one hundred reviews.

When you call a private BBSS the system has control over what files are available. The Internet is running wild with pornography, piracy and files on how to blow off your arms. Once a file is on the Internet it is almost impossible to delete as the file goes to hundreds of sites within a few days. A private system is also used by generally less to fudge (people at any time so the system does not slow down to a snail's pace on Sunday). This however restricts the number of users that can connect in a 24 hour period. But to compensate for this there are hundreds of systems around the world including many eastern block countries.

As far as E-Mail goes the Internet wins hands down, however there are some really good mail networks that connect thousands of users across Europe to name but one "The Missing Link and Poject." Most private BBSS sites will support one of these networks.

We should like to see a small area in your magazine to advertise BBSS sites as we feel very ignored by you. We organise meetings of users and stands at computer fairs, so we do our bit for the amiga scene!

Well that's enough meaning as I would like like to be blind and ask for a plug for our UK bulletin boards. All of these sites below have box card are open from 10pm to 1am and use mail links.

All speeds of modem may connect to our sites from 300 bps upwards. We are doing our best to provide a good service to our users and most of us have invested in high powered machines and large storage devices. We leave them running throughout the night for other people to use.

Suggot Grr BBSS	0116	2370147
Wary Speed	0161	9286610
Nighty BBSS	0183	3290180
The Hot Rock	0116	2567710

All we want is a little support from the magazines that we buy every month!

Desk the Rigger of NPA, Leicester.

BBSS started the whole common evolution. Our readers/Scene report, Mac America, ran for over 881 for a number of years. *CU Amiga Magazine* still does a *Fidonet* presence and you can reach us on the mode 2:236/203. However, times have changed and the Internet is much more popular as it still gives an Amiga user access to the world for a local phone call. Many different types of Internet access can all be performed simultaneously when linked up.

The hard reality is that people buy modems to get on the Internet and not to call their local BBSS. Getting connected to the Internet is a lot harder than using a BBSS.

However, BBSS are still very dear to our heart and we promise we'll feature more BBSS and *Fidonet* technology network coverage in the future.

NPA Mail Star Site	18400	bps
NPA Tempest Support Site	33800	bps
Independent	18400	bps
Independent	18400	bps

I hate paying for disks I'll never look at!

Writje

Netherlands (full name and address withheld at readers' request.)

Martin, we do of course listen to everybody's opinion, but your comments, though obviously heartfelt, are hardly constructive. Just where do you think we can get sparkling new software to run on the cover disks while continuing to sell the magazine at a reasonable price? And what sort of damage would we do to the Amiga market if we did? We run 'old' software because it's still good, people still want it and companies are willing to sell it as an add-on rather than a core in price. We do the best computer available and we're not just going to stop from people other than yourself! What about *PageMaker*, *DDPaint* or *Image PT*. All pretty popular aren't they?

As for doing a 'deal' with *Virtual Gaming*, just what sort of deal did you have in mind? The game looked promising when we first saw it so we decided

to run a clone of it. Have you ever anything else done in the magazine which implies that you 'did not want' it? I think not, because it didn't happen. We don't like time limited deals either but for some games they are necessary.

In the final analysis, if what you're saying is that you would like a cheaper magazine with no disks, then say it straight. If enough people wanted this we might be able to do it, but we're not going to drop cover disks for you and many people like them.

Critical domain

First of all I would like to thank you for a superb magazine. It is one of few that keeps my love for my Amiga alive and kicking. If it wasn't for your magazine we wouldn't have much here in Canada. I have but one gripe with your magazine, and it is a serious one. With dwindling support for the Amiga, and times having been desperate in the past, I think that a little bit more of a constructive review on CD software is necessary.

At times I have found your PD reviews to

be downright rude and demeaning. Come on, give these guys a break, if you keep giving them reviews like that they might just seek it in and head for the PC range. They could be the Amiga programmers of the future, and the salvation of this machine. I know that some of the software that they write is not the greatest, but showing them where improvements can be made instead of making fun of the programs they write may be the difference between the Amiga sinking, or flying. An example is in your November issue. Your review of *U-Fight 1.00* was uncalled for. "Oh yes, it's on the CD if you want a laugh." Come on guys, restore my faith in your Magazine, these guys need help and guidance not to be laughed at!

Carl Raweide, Trenton, Ontario, Canada.
craeide@connect.earth.net

We do all we can to encourage alternative authors, but sometimes the truth must be told. And *U-Fight* was an incredibly underdeveloped program.

Mat Bettinson



Just when I thought I'd seen it all, I was invited to a virtual wedding. People talk about the Internet bringing people together and this illustrates the fact I may not be legally binding and they may have spent their honeymoon in a 'Virtual Hawaii' but everyone enjoyed it, including me. You may not take it seriously but you should, it happened, it's real.

Helen Danby



I'm really glad that Lisa Barrett and Kate Ryan from *Wrecking* this month. It gave me an opportunity to cover myself - could be hard. Everyone was shocked. They used to think I was so quiet, but it's really because they're so loud. Now it, there's nothing like a lot of loud vocal protesting to accompany a game as viciously good as *Wrecking*.

Anthony Collins



I've been getting to grips with *Amiga* 28 this month. I have to admit I'm a bit of a Mac fan but after *Mac* and *Amiga* threatened to crush my head in, I bought my first Amiga 28. I bought the model unless I loved the Amiga out. I changed my mind. And you know - it's true. There's nothing like it on the Mac for the price, and it doesn't need a fancy machine to run.

John Kennedy



You know, I write many, many reviews of all packages for *CU Amiga Magazine*, but yet they still haven't convinced me to publish a decent photo of me. My mission was the first few months to to rectify this omission. I'd have to be careful not to let Barry H do any modifications to my new photo though.

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RAMming it home



The idea of Amiga support has to be sold once again to games software houses, according to a hopping mad Alan Dykes.

O got a phone call from a friend in a software house recently. He wanted some advice on machine compatibility. They were considering releasing one of their PC and Mac titles on Amiga and he wanted to know what sort of machine specification would be necessary to sell enough copies to justify the cost of conversion. The A1200 with its AGA chipset was a prerequisite starting point: they haven't produced anything non-255 colour SVGA for three years.

Obviously, he came into the conversation wondering if AMB and a hard drive would be a suitable minimum starting point. (BATTING POINT!) And what about CD-ROM? Coming from markets that change constantly, he wasn't to know that the Amiga has been frozen in time, that floppy drive and 2MB compatibility will needs to be met if you are to achieve a significant sale, even on A1200. This is official policy: the Amiga Magic pack is thus.

Viability

Here we are with a perfectly viable computer which most software houses would be happy to develop for but they won't because it's too much hassle. The simple fact of the matter is that PC software is what sells now. It's what makes people rich, in Britain, in America, Worldwide. And the gap between PC capabilities and Amiga is increasing all the time.

I'm not talking about DOS efficiency, about tidiness, or about what the Amiga is capable of doing with a proper, expanded setup. It's the fact that you are now vastly outnumbered by owners with red hot, piping hot, Pentium powered PCs equipped with Quad speed CD-ROM drives and Windows 95. And contrary to Andy Leasing's optimistic assessment Windows 95 is not good for the Amiga.

With DOS and Windows 3.1 things of the past, with Microsoft

themselves stepping them off, almost every single software house in the world is now committed to Windows 95 compatibility. This means that they will be producing for machines with a minimum of 64MB RAM. And most companies I've spoken to do not envisage AMY products going on sale on floppy disk after mid 1996. CD-ROM will rule. IBM Gates and those too weak or too dumb to stand up to him have pulled off the biggest land totally legal. I hasten to add: monopoly triumph since God invented it and insisted that we break it or die. It is not the PC itself which will marginalise or destroy formats like the Amiga or Macintosh, it's Microsoft. There is no longer any choice, everyone has to be Microsoft compatible.

But I'm getting over excited. There is a choice, and as long as we have cash in our pockets and can decide for ourselves this choice will remain. Apple may be struggling but there are more games being released for the Mac at the moment than the Amiga. The reason for this is that Apple adopted and integrated CD-ROM drives very early. They also have reasonable in-built graphics capabilities and minimum RAM on the Mac is 8MB, though in the vast majority of cases anything sold from the mid 80s has 8MB.

With the PC market flooded by publishers and developers and profits squeezed to the pike the Mac is seen as yet another source of income. With the 16MB and peripheral resources it's possible to port a Windows 95 compatible product over and get it running.

Got the power

Here we are sitting in the middle of the biggest upheaval of the Amiga's history, with PowerPC expansion boards being developed by Phase 5 in advance of Amiga Technologies'

own PowerPC machines (see last month's news feature) and a massive range of excellent expansion boards available. But the games software houses are abandoning us because they think it'll never pay them to convert a PC product. They're going to run on the Amiga's limited resources when it was designed for 66MHz machines with 64MB RAM and a CD-ROM drive just isn't viable.

Britain has the expertise to produce world class software and a couple of years ago this meant Amiga games. But in the modern global market what Britain wants and what you want is congruent to what the rest of the world needs. A significant majority of the rest of the world wants PC games and we, unfortunately, have to follow them. This doesn't mean that we have to switch to using PCs, they are still wasteful and inefficient. It does mean though that the Amiga's processor, RAM and storage facilities have to keep pace with the PCs.

This isn't just another upgrade plea to you, it's also a plea to Amiga Technologies to realise that they have lost the automatic preference which was given to the Amiga by UK developers in the past. I know for a fact that games will be ported across to Amiga if it has the resources to run them. But they in co-operation with the various upgrade and peripheral manufacturers have to provide hard proof that there are plenty of upgraded Amigas out and that the next generation will be the business. Amiga Technologies doesn't just need to sell new Amigas in the pub. It, they need to re-sell the Amiga concept to games publishers. ■

The opinions expressed in this article are not necessarily those held by CU Amiga Magazine. If you hold an opinion on this or any other related subject then E-Mail us on: CLAMAG@hounamiga.demon.co.uk

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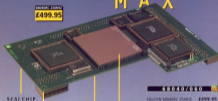
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